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GAMEPRO™

February 1990
An IDG Communications Publication

Insane Sports Issue!

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Arnold Palmer Golf
Black Bass Fishing
Final Lap Twin

Handhelds:

Games on the Move

Free Game!

Win Chiller! See Page 93

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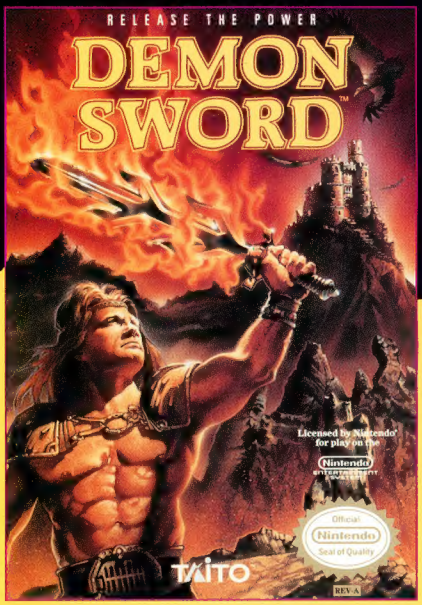
MATT

MASTER THE POWER



IN A LAND OF IMPOSSIBLE EVILS . . .

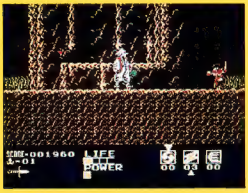
the classic struggle between good and evil comes to life. Mixed with magic and the latest computer technology, a spell-binding game for your Nintendo Entertainment System® is born!

As the hero warrior Victar, you will battle Wizards, Troglodytes, and Undead Souls. Master 7 levels and 3 worlds in your quest to conquer the demons of the Dark Lord. Traverse chasms of fire and mountains of doom to confront the fiendish Gatekeeper.

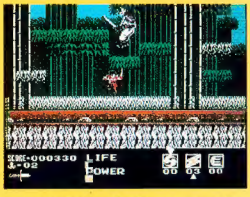
RISK IT ALL

With cunning and skill you wield the ancient and broken Demon Sword.™ To defeat the evil forces ruling the land, you must recover the Sword's missing pieces and restore its mystical power. The journey is long and the way is hard. Gather your courage, grasp your blade, and release the power that is yours to control!

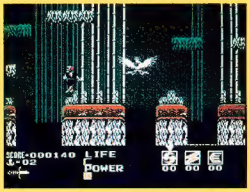
Actual Nintendo Entertainment System Screens



Beware the wrath of the Old Wizard of Cedar Mountain.



Brave the broken bridges and terrifying chasms of Bamboo Forest.



The magic of the Phoenix can save your life!

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WRITE HOME

if you get the chance.

Master The World's #1 Arcade Game

Situation critical. Terrorists have taken innocent Americans prisoner in a jungle stronghold. The valleys echo with salvos of gunfire and the whir of chopper blades.

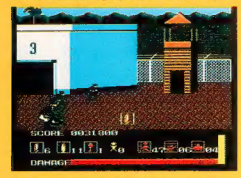
As leader of Operation Wolf,® you are the prisoners' only hope for freedom. You've got to blast your way in, hit the terrorists hard, and get out—fast. The enemy forces have you outarmed and outnumbered. To survive, you'll have to outfox them.

Expect howling action and arcade-quality realism. In Operation Wolf. Where you've got a fighting chance. But that's all you've got. From Taito.®

Six Missions: Knock out the terrorists' communication post, commando-style.

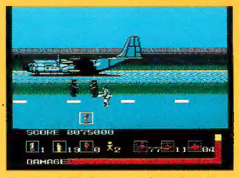
Blitz well-armed guerrillas lurking deep in the hot jungle—it's do-or-die.

Strafe your way through harrowing ambushes to the terrorist-held village.



Locate the heavily-guarded enemy ammo dump and blow it sky-high.

Penetrate the prison camp, pin down the terrorists, and free the captives.



Finally, airlift the rescued captives to safety—and escape with your life.

TAITO™

Actual Nintendo Entertainment System® Screens shown.

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IronSword
Wizards & Warriors II

The evil Wizard Malkil is back. And his fury rages out of control in the form of four sinister elementals: Earth, Wind, Fire and Water. As Kuros, the knight warrior, you track them in their dark domains—pursued by armies of vile creatures. To emerge victorious, assemble the shattered IronSword. And face what no warrior has ever faced before!

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The Stealth Advanced Tactical Fighter. America's most guarded military secret. And now you're in the cockpit, ready to unleash the explosive power of the F-117A on rival forces around the world. The mystery is over. And the enemy is toast.

The Best Flying Game Ever for the NES.

- Full F-117A aerodynamics. Barrel rolls, 360 degree loops, nose-bleed dives, and screaming banks.
- Awesome 2-player dogfights.
- "Stealth mode" makes you invisible to enemy radar.
- Over 100 deadly missions around the globe.

Better get your bird off the ground or you'll be shining shoes for the general.

You won't be alone if you hit water. Underfed sharks are sure to attend your burial at sea.

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See your local retailer or call 1-800-227-6900 to order.

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GOAL!

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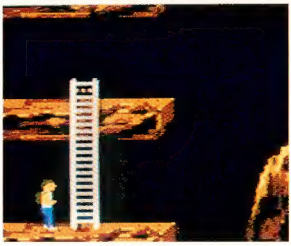
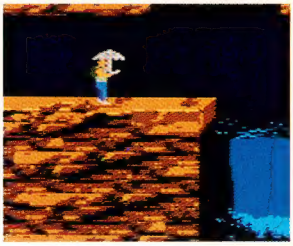
"IT'S MEGAHOT" Nintendo Power™ Magazine

TOSS ONE AND SEE WHAT HAPPENS.

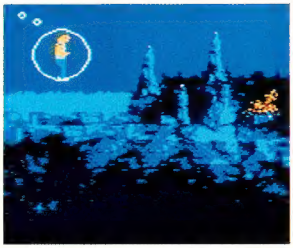
A Blob...



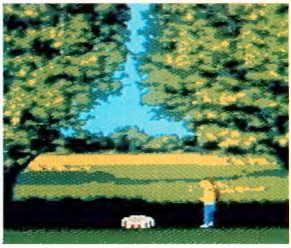
A Ladder...



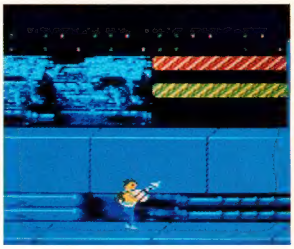
An Umbrella...



A Submersible Bubble...



A Trampoline...



A Vitablaster...

Blob has come from the distant planet Blobolonia™ in search of an earth boy to help him save his world.

Discover his amazing appetite for jellybeans, and watch as he changes shape with every flavor. Learn to use this special power to overcome even the most outrageous obstacles.

Join the Blob on his famous adventure filled with constant surprises and humorous characters. A BOY AND HIS BLOB.™ New for the NES.

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CAN FIGHT
ATTACK DOGS,
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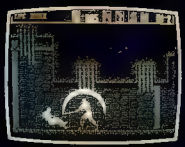
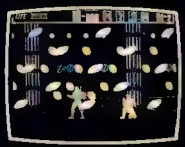
AND TANKS.
ALL IN
THE PRIVACY OF
YOUR OWN HOME.

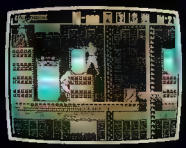
INTRODUCING THE R



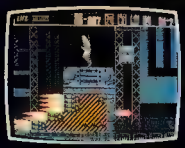
Level 1: With Samurai sword and shuriken, you face somersaulting ninja. Ahead lie explosives and bamboo traps.



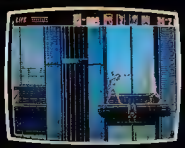
Level 2: In the disco fight, you battle leaping assailants who break into multiple bodies to compound your problems.



Level 3: At 20,000 feet high riflemen fire as you avoid hidden bombs and risk being sucked out the plane's door.



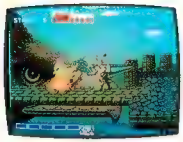
Level 4: Run along a conveyor belt in the factory dodging falling engines, boxes, chemical flames and molten steel.



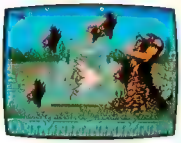
Level 5: Use max gymnastic abilities in the high rise elevator to escape lasers, bombs, riflemen and machine gunners.

Level 6: You fight on the roof of a speeding bullet train while passengers and possible assailants lurk inside.

Level 7: Leap on buoys over raging water to reach the stronghold of Neo Zeed. As you cross creaky catwalks, the final battle awaits.

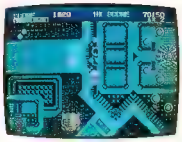


Golden Axe™



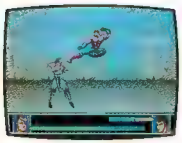
Altered Beast™

Space Harrier II™

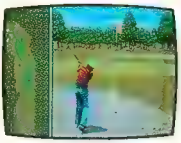


Thunder Force II™

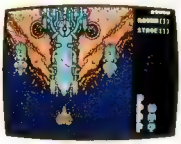
Super Hang-On™



Last Battle™



Arnold Palmer Tournament Golf™



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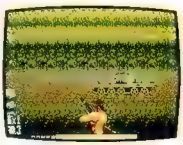
Ghouls 'n Ghosts™



Rambo III®

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We added new action. And new levels. New challenges. And better graphics and gameplay. More flashing samurai swords, more ninja magic blasting across the screen. In short, we made it a sequel. The Revenge of Shinobi.

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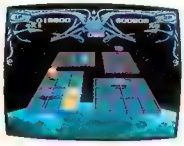
Arcade classics like Altered Beast.™ Today's blockbuster hits, like Golden Axe.™ Sports games like Tommy Lasorda Baseball.™ Action games like Last Battle.™ And soon, simulation and role playing games like the long-awaited Phantasy Star II.™

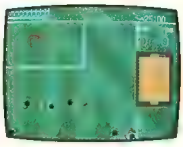
This is just the beginning. With the Power Base Converter,™ you can play all the great Sega Master System® games. Next you'll be able to play against friends across town or in other cities with the TeleGenesis™ games and modem.

A new dimension in gameplay. With high definition graphics and stereo sound. It's Genesis. Or nothing.

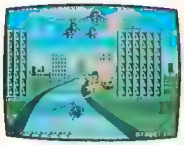
Phantasy Star II™



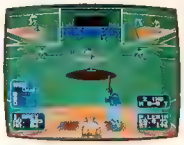
Zoom!™



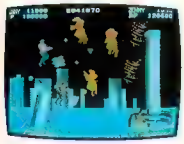
World Championship Soccer™



Super Thunder Blade™



Tommy Lasorda Baseball™



Forgotten Worlds™

SEGA®

GENESIS®

TeleGenesis Modem and Games. These products are planned for future availability, and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.

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CONTENTS

FEBRUARY 1990

12 Letter From the GamePros

14 The Mail

18 Cutting Edge
Grab hold of the hottest hand-held sports titles.

22 ProClassics
Dash for the finish line with Konami's Track and Field.

24 Hot at the Arcades
Get ready to load some quarters into these sports coin-ops.

26 Adventures of GamePro
Our hero hits California Games' beaches, and turns into a really rad dude.

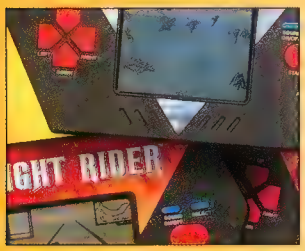
30 ProViews
This issue the GamePros look at:
Nintendo: Black Bass Fishing, Top Players' Tennis, Chessmaster, World Championship Wrestling, and Michael Andretti's World GP.
Sega Master System: Walter Payton Football and Casino Games.
Genesis: Tommy Lasorda Baseball, Arnold Palmer Golf, and World Championship Soccer.
TurboGrafx: Power Golf, Final Lap Twin, and World Court Tennis.
Atari: Mean 18.
Game Boy: Bases Loaded GB

68 S.W.A.T. (Secret Weapons and Tactics)
The hottest tips and tactics from our GamePros and GamePros everywhere.

80 Short ProShots
Have you checked out these great sports titles?

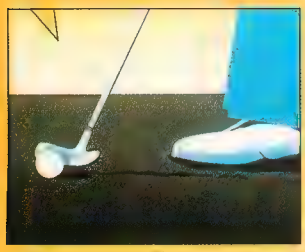
88 ProNews Report
An inside look at what's happening in the industry.

92 The GamePros Rate the Games
Calling all GamePros–help us pick the all-time hottest sports titles!



Sizzling sports hand-helds. See page18.

Go fish! See page 30.



Putt it out! See page 54.

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PLAY BALL!

By the GamePros

Welcome to GamePro's First Annual Sports Spectacular! GamePros everywhere are ready to "play ball" with the latest and greatest sports action titles. Cast your line into this issue of GamePro and you'll reel in a ProView on your favorite sport–whether it's fishing, tennis, golf, soccer, baseball, football, basketball, or even big time wrestling. Yup, we've got all the bases covered–from the Nintendo to the Sega Master System and Genesis, from the TurboGrafx to GameBoy.

And for a total sports Grand Slam we've packed every page of this sports issue with hot tips and tactics you won't want to be without. In fact, we got so many great sports tips, hints, and passwords, we decided that for this issue GamePros everywhere are the pros!! Look for a special, expanded S.W.A.T. section featuring sports tips and tactics from the real sports pros–you!!

This issue we're also kicking off GamePros Rate the Games feature. From now on we're going to give you the chance to help us rate your favorite games based on such qualities as playability, graphics, and sound. To get this new feature started we'd like you to rate, of course, all of your favorite sports titles! And if you help us out, you'll be in line to snag some special prizes!

Don't forget to check out all of the rest of your GamePro favorites–from Short ProShots to the latest and most radical adventure yet for that really cool dude GamePro. Finally, get ready to score big with on-the-go sports action in hand-held games. Check out Cutting Edge for the score card on these portable games.

So what are you waiting for? On your marks, get set, go.....!!!

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Third Party Support

I like your magazine a lot! The game reviews and the colorful illustrations of the magazines are awesome! Some of your tips helped me beat most of my Sega games. But I'm really into the newly released 16-bit systems.

Speaking of them, I learned that the Genesis will have at least 20 software companies to support their system, including arcade names like Data East, Capcom, Taito and Namco.

In an issue of your magazine you listed the software support for the TurboGrafx. Will NEC have other popular companies supporting them like the Genesis has? I'm asking these questions because I'm planning to buy the 16-bit system with more quality games.

Justin Llamas, Lincoln Park, MI

Current software developers and/or publishers for the TurboGrafx include Hudson Soft, Victor Musical Ind., Attus, NCS, IREM, Naxat, Capcom, Pack-In-Video, Sega, Namco, Radiance, NEC Avenue, and Cinemaware.- Ed.

Sega—Strong and Steady

I have a Sega game system and a very limited library of games. I would like to see more ProViews on new and old Sega games. Your S.W.A.T. and Reader Tips sections have helped me to defeat a few of my games and to get a high score of mine into the magazine!

But I'm worried. Is there any truth to the rumor that Sega is going out of business? And what about the Genesis? And if Sega is going out of business, will there still be new games in the future? These questions are very important to me, especially because I just bought my system and I am wondering if that was a dumb move.

Eric Metzner, Dade City, FL

Having just been to Sega of America's offices in California for a visit I can assure you that they are in no way, shape or form going out of business!

It is true that Tonka is no longer distributing the Master System games, but development and distribution for the Master System will continue out of California. New titles are planned for the Master System in 1990. Even if you should decide to buy a Sega Genesis, your investment in the Master System games would still be worthwhile. With the use of Sega's Power Base Converter you could continue to play your Master System games on the Genesis! - Ed.

Hand-Held Games

I think your magazine is the coolest. I say Sega is the best. Most of my friends agree. They feel the games are more challenging and the graphics beat Nintendo's by a mile. Now with Sega Genesis they blow Nintendo away.

I love your ProViews, Short ProShots, ProClassics and of course S.W.A.T.!! I would like to see a section about the pocket games.

Craig Haussermann, Maspeth, NY

For a look at some hand-held games see the Cutting Edge on pg. 18. - Ed.

"Guided by the Light!"

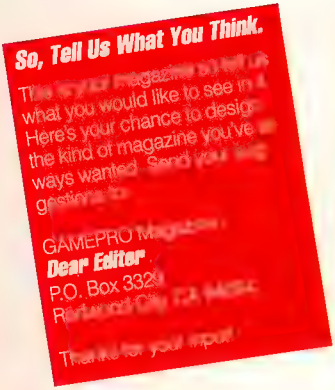
What's the hottest thing in West Virginia? Well, next to Major Harris it's your magazine, GamePro! When I showed all of my friends my first issue they were begging for more. In fact, they practically camped outside of the local newsstand to get the latest issue. I was almost ready to subscribe to Nintendo Power, but then I was guided by the light from your magazine!

I love every issue, because it is so jam-packed with excitement and information about the games. I love the way you do those ProViews!! I'm sorry I missed your Premiere issue and I wish you would consider reprinting it sometime in the future.

Cheers to GamePro!

Robbie McIntyre, Newburg, WV

Thanks Robbie! No plans to reprint the Premiere yet, but maybe someday! - Ed.



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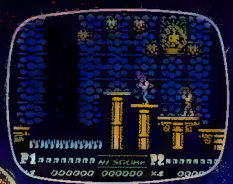
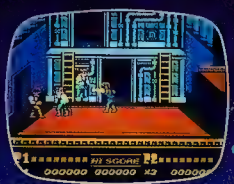


Nine larger than life missions!



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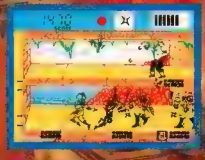
NO ONE CAN BEAT ME!

[illegible] you be[illegible] levels at [illegible] attempt to [illegible] the plu[illegible] and your [illegible]

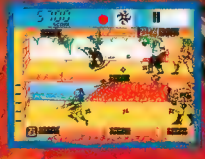
[illegible] Dragon S[illegible] Star and [illegible] defeat you[illegible] y to ge[illegible] t (the red [illegible]dicator) to [illegible] but [illegible] powerful, [illegible] Generals [illegible] s a Ninja Master [illegible]

NINJA 外伝 GAIDEN

Climb [illegible] stairs to find [illegible] secret Red Power boost to "gain [illegible] and life." [illegible]quer, the Stage [illegible]rd, will throw [illegible]es at you, but you must defeat him to [illegible]ve on.



Your enemies become progressively more difficult at higher levels. Kebaross, the Stage Guard, will throw bombs at you but you must kill him within your time limit to meet your final challenge.



You finally reach [illegible] the [illegible] ever, the place [illegible] the Kee Executioner [illegible] your last [illegible] death! Can you beat all enemies in the time remaining?

TIGER LCD VIDEO GAMES
YOUR ENTERTAINMENT IN THE PALM OF YOUR HAND

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The Cutting Edge

Hand-Held Video Games

By the Wiz

It's A Small Sports World

Okay sports fans, we know those great sports game carts make it twice as hard to tear yourselves away from the TV, but come on! Sports are meant to be played outdoors! Don't worry, though, now you can get some fresh air and have your finger-pumping action, too. Hand-held video games, which Nintendo used to lead its electronic gaming charge just a few short years ago, are back with a vengeance.

Games To Go

Hand-helds are a great way to get sports action on the run. Video sports buffs will find store shelves stacked with single-game units retailing between $19.99 to $24.99. You can even get hand-held versions of cartridge, coin-op, and personal computer sports titles published by heavyweight game outfits such as Acclaim, Konami, and Tiger Electronics.

There's something for just about every sports afficianado. Acclaim's hand-held sports-oriented lineup includes WWF Wrestlemania Challenge, Ring King, and Knight Rider (for thrill-packed driving). Konami's portables include Double Dribble and Skate or Die. Two star-studded titles lead off Tiger's sports list: John Elway's Quarterback and Jordan Vs. Bird. However, Tiger covers all the bases with a team of generic titles including Football, Baseball, Bowling, Road Race, and Skeet Shoot.

Big Fun in Small Packages

Like their predecessors, this new generation of hand-helds is compact enough to fit into your gym bag, your fanny pack, or even your back pocket. Most units are roughly wallet-sized with a fire button and a control pad at opposite corners and miscellaneous buttons spread in between. Just pop in two AA batteries for power.

Now you can liven up lengthy car trips, lonely lunches, and dull coffee breaks. Don't worry, all the games have sound control so you can play without disturbing anybody–or getting caught.

Features in some units are just as complex as their cartridge cousins. You can play one- or two-player games and work your way through several levels of play. Pause your games or save your play for another day. Some units even turn themselves off.

The nifty features are due to new and improved hand-held technology. First generation hand-helds contained a meager .5 kilobytes of data, but the second generation handles up to 4K. That might not sound like much compared to regular game carts, but you still get hours of button-smashing gameplay. Acclaim's hand-helds even pack a special chip just for sound effects.

All the action takes place on a petite LCD screen that can be as small as 1-1/3 inches by 1-1/2 inches. If that sounds confining, don't sweat it. The sports play is hot and heavy, whether it's on the field, on the court, or on the road.

Pocket-sized Thrills

You shouldn't expect a hand-held to duplicate the complex thrills of a regular NES cart or a Game Boy, but these units offer tough sports challenges all their own. In Acclaim's Wrestlemania, for example, you become World Wrestling Federation superstar Hulk Hogan. Guide the Hulkster through three levels of sweaty "rasslin'" with WWF foes, Big Boss Man, Andre the Giant, and the Macho Man, to free Miss Elizabeth. Ring King is a mini-slugfest with lightweight, middleweight, and heavyweight classifications. You get three training rounds to build up power before you climb into the ring for a three minute real-time boxing match. Win the championship trophy by knockout or by points.

Konami's Double Dribble features four quarters of half-court in-your-face B-ball. Jam a dunk or bury a jumper against a swarming double-team defense. Up to two players can play at high school, college, or pro skill levels. For thrills on wheels Skate or Die transports video skateboarders to a rad-infested futuristic track called the Psycho Path. Try to make it through four psychopathic stages without losing your skin.

Tiger's Jordan vs. Bird brings a classic NBA matchup to the small screen with One on One, Slam Dunk, and Three-Point Shooting contests. You can even shoot three point buckets during a one-on-one game as well as steal, foul, and block shots. Test your basketball in four skill levels. John Elway's Quarterback drops you into a tough six-on-six gridiron matchup on a realistic scrolling field. You set the offense and select the defense's difficulty level. In Electronic Baseball, you pitch, bat, play defense, and even steal bases.

Let the Games Begin

Hand-helds won't make you trash your NES, but they're no bench-warmers either. Get set for fast and furious action. If you're a die-hard sports freak or you just want your games to go where you go, hand-held video games make any time sports time.

PHOTOS WEINBERG & CLARK

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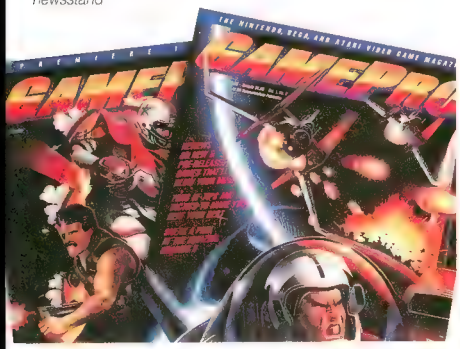

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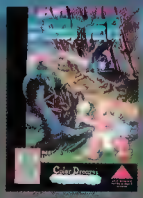

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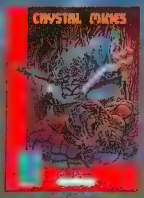

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Color Dreams

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PRO Classics

By David Winstead

The crowd grows silent as you climb into the starting blocks. You glance quickly at your opponent as your leg muscles tense in anticipation of the crack of the starting gun. It's the ultimate armchair athletes' event! Set a World's Record in the 100-Meter dash from the comfort of your favorite chair.

The Events

This is the classic sports title that started it all–Konami's Track and Field for the Nintendo. Track and Field pits you against some fierce competition in all of your favorite track events–including the 100-Meter Dash, Long Jump, 110-Meter Hurdles, Javelin Throw, Skeet Shooting, Triple Jump, Archery, and the High Jump. For even more action, play one or two players at either the novice or expert settings.

PROTIP: The key to winning at Track and Field is rapid fire! In combination with skill and expert use of your game controller, rapid fire lets you go the extra distance that makes you the champ!

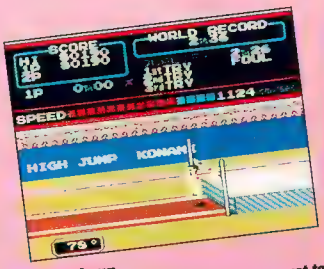
Go for the World's Record

In each event you can work to beat your own records or aim to beat the World Record displayed in the upper right-hand corner of the screen. But before you go for the top spot you must qualify. There are two things to remember. First, you must beat or match the qualifying time, score, or distance in each event. You get three tries to make it. Second, avoid fouling or you'll be disqualified. Depending on the event, there are different ways to foul. Jump the gun in the 100-Meter Dash or the 110-Meter Hurdles and you'll foul. In the Javelin Throw, Long Jump, and Triple Jump you must avoid running beyond the limit marker. In each event you're allowed three fouls before you're disqualified.

Hit the Track for Classic Sports Action

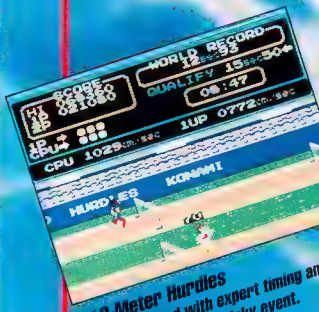
Track and Field combines many of the world's classic sports events into a classic NES game cartridge. And if you've mastered Track and Field, check out Konami's sequel, Track and Field II. You're just a hop, skip, and a "long-jump" away from a field-full of fun.

Track and Field by Konami ($29.99).

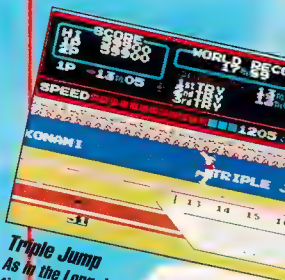


High Jump
In this last and toughest event you've got to adjust the angle of your jump in mid-air to make it over the bar. But make it and you're the track and field champ.

Archery
You may not be Robin
count shifting winds a
and you'll put the arrow
middle of the target for



110-Meter Hurdles
Combine speed with expert timing an
stamina to win this tricky event.



Triple Jump
As in the Long Jump, build up speed and
time your takeoffs for the perfect jump. But
this time you've also got to worry about
your second and third takeoffs.

but take into ac
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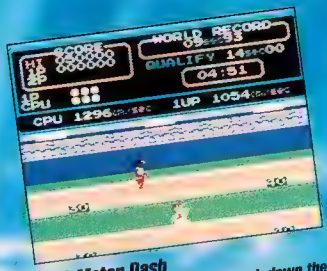
g score.



100-Meter Dash
Use your rapid fire finger to dash down the track and set the World Record in this demanding event.

Skeet Shooting
Pull the trigger just when the target is in your sights and you'll have no problem in this event. The faster your reflexes the better!

Javelin Throw
For a great Javelin toss, build up speed and time the release just right. Remember strength in this event.

Long Jump
Fly down the track, time your takeoff, and soar through the air. Your distance is measured by point of departure and the angle of your jump.

TRACK AND FIELD

Hot at the Arcades

By C.A.S.

The best sports titles often come from the arcades. Here's two of the latest and greatest new sports action coin-ops. So, whether you're in the mood for a sedate afternoon on the tennis court, or rock-em, sock-em football in the future, we've got something for you.

Center Court (Sega)

Get a grip on your racket and head for the courts for some sizzling tennis. Choose from a multitude of options–including playing a couple of sets of singles or doubles with up to four players at the same time. Select between novice or expert game difficulty, and then get ready to serve or receive. Toss your ball for the serve, and you've got an across-the-net view of your opponent. Once you've served, the view changes to an overhead one and the action is fast and furious as the ball is volleyed back and forth. Use your joystick to control your player's movement around the court while pressing one of the three buttons that swing your racket at different strengths and angles. Put some top spin on the ball and blast it down the line or sharp cross-court. Dive for a tough volley at the net, smash an overhead. Highly dimensional graphics and sound effects of the player moving and hitting the ball add realistic action to the game. It may not be Wimbledon, but it's the next best thing!

Tournament Cyberball (Atari)

Here's Atari's hot sequel to Cyberball, one of last year's most popular coin-op games. Cyberball is a football game of the future, played by large robots instead of humans. In this sequel 50 years have passed since the formation of the Cyberball league–and now teams from all over the world compete in this sci-fi sport. Choose from new teams like the Moscow Machine, or Tokyo Flash. Take your turn as the quarterback and pick from over a hundred new offensive plays. Earn team funds by executing good plays and using them to repair smoking or damaged players. When you play defense you can choose between short, medium and long coverage and use your turbo defense button to boost your robot into opponent players. New game features also include coin purchases of enhanced robots during quarters and halftime breaks and game stats kept on individual and team games. If you didn't get hooked the first time around, make sure to check out this lastest version of heavy metal football in the future.

PROTIP: Play the defense long and disguise your position by copying the movements of drone robots until the ball is thrown or run.

PHOTOS: WEINBERG & CLARK
ARCADE: MILPITAS GOLFLAND

"YOU STAND AT THE EDGE OF A DEEP CHASM. FROM THE DARKNESS BELOW RISE THE SCREAMS OF THE UNDEAD."

Can you outwit and overcome the thoroughly-evil Warlock Lord? His mysterious spell holds Castle Shadowgate captive. Dozens of hidden pitfalls and nasty entities lurk in every corner.

Probe along menacing stone corridors looking for hidden passageways. Discover mysterious artifacts in dark chambers. Clues are there for those bold enough, and wise enough. *Torches. Keys. Gemstones.*

Slay a dragon, cross a river of fire. But be careful. A wrong move could bring your quest to an untimely end.

A whole world of options are at your command with dynamic graphics to bring the dark mysteries of the Middle Ages to life.

The question is...are you up to the challenge of Castle Shadowgate?

KEMCO-SEIKA

Shadowgate

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This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

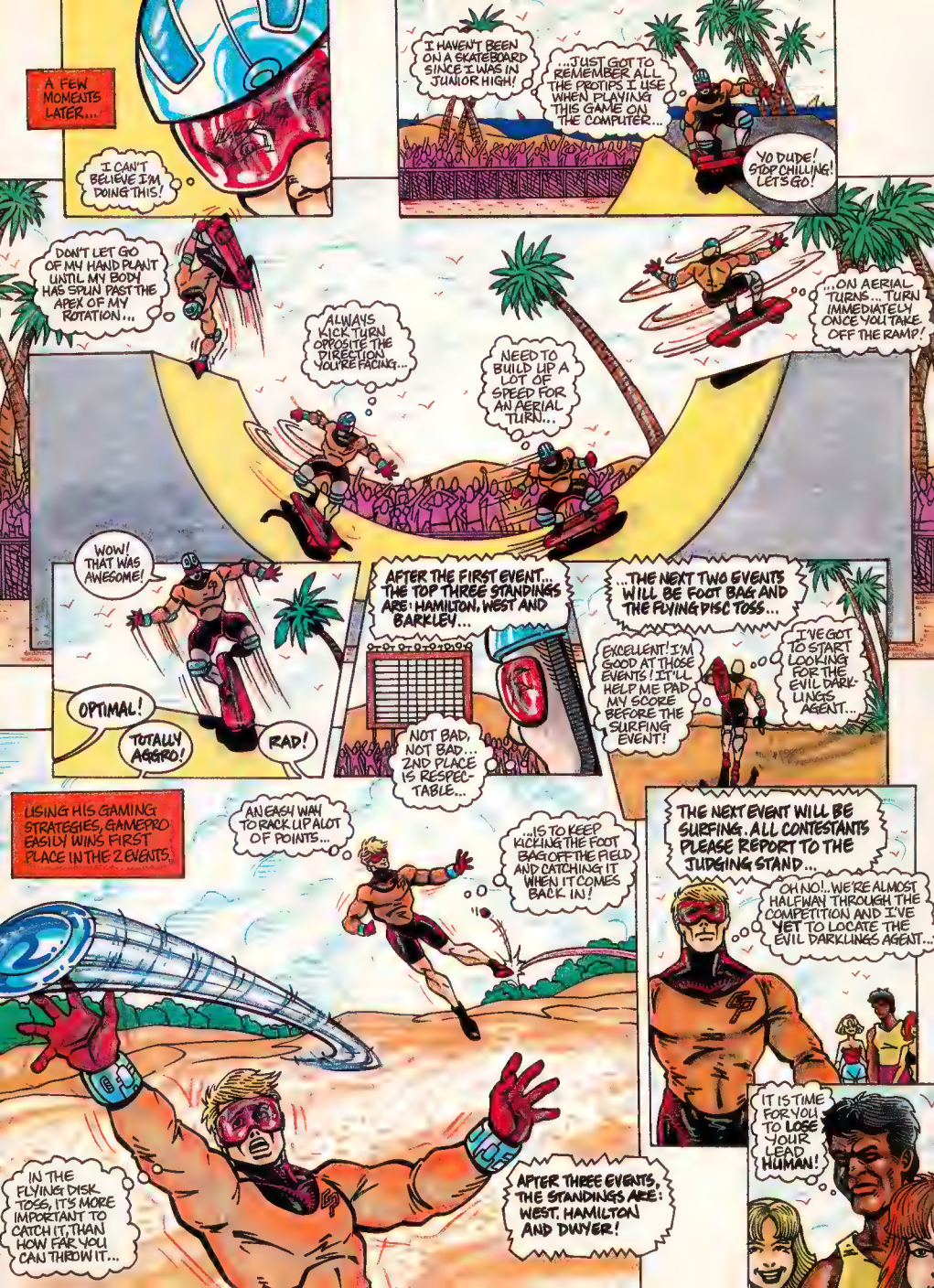
The Adventures of GAMEPRO

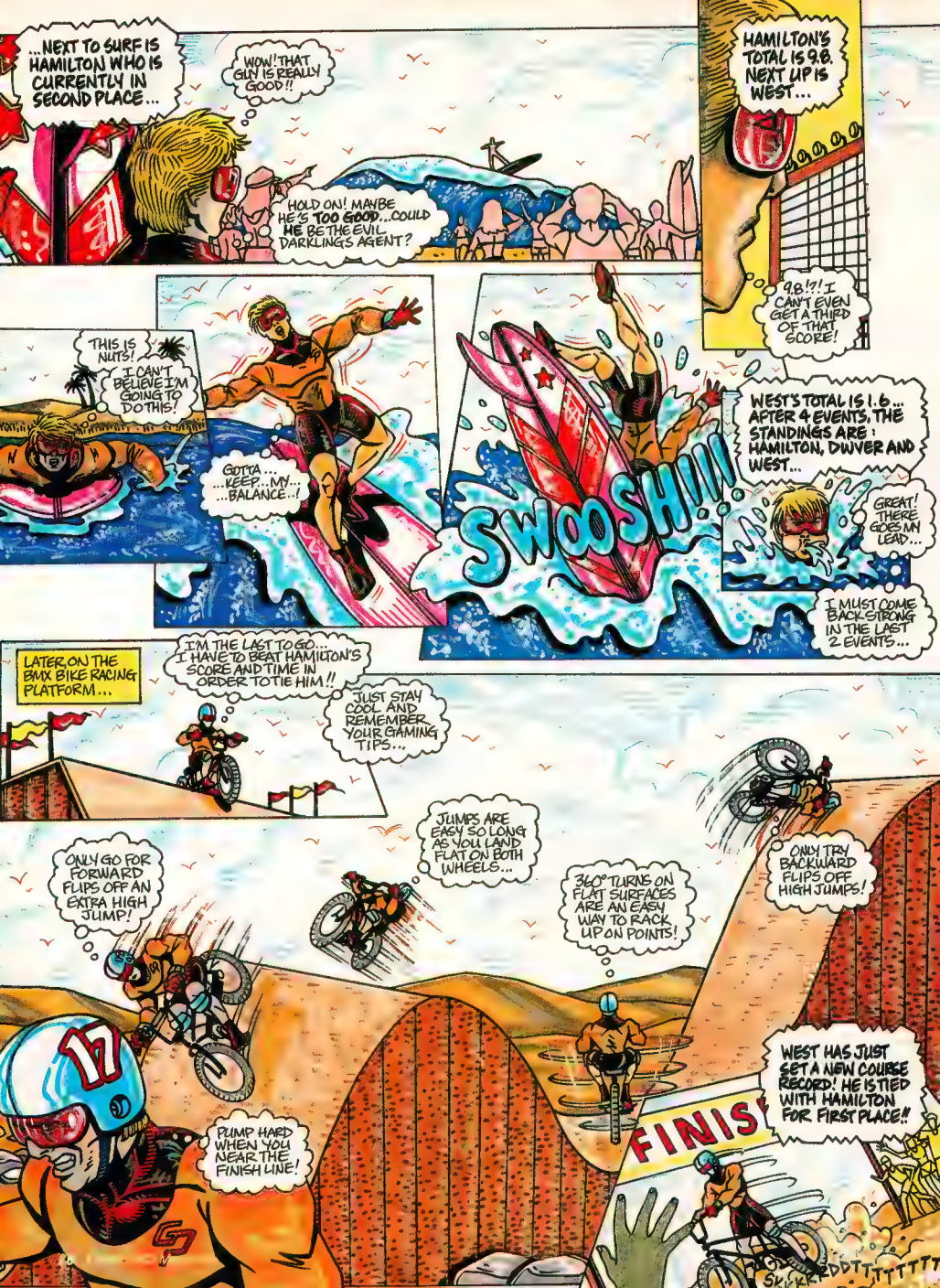
Chapter 6: DEADLY GAMES!

FRANCIS MAO • MICHAEL KAVISH
WRITER/ARTIST • ART DIRECTOR

Previously:

Alex West, a computer hacker and video games fanatic, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. The Video Dimension exists parallel to Earth on a separate electromagnetic plane, and is linked to Earth via all of Earth's electrically oriented mechanisms—such as computers and video games. But, in this dimension, the worlds and elements of video games are a reality!! Zardoth seeks Alex's exceptional video gaming skills to help defeat the menace of the Evil Darklings—a cruel shape-changing race that has overwhelmed the Video Dimension and seeks to launch a secret invasion of Earth by way of the electronic transdimensional bridge created when people play video games. The Evil Darklings influence has trapped Alex in this dimension, and the only way for him to return to Earth is to physically enter various video games, and seek out and destroy all of the Evil Darklings hidden within. To aid Alex's mission, Zardoth has magically bestowed upon Alex the costume and powers of GAMEPRO—the ultimate video gaming champion!


A FEW MOMENTS LATER...
I CAN'T BELIEVE I'M DOING THIS!
I HAVEN'T BEEN ON A SKATEBOARD SINCE I WAS IN JUNIOR HIGH!
...JUST GOT TO REMEMBER ALL THE PROTIPS I USE WHEN PLAYING THIS GAME ON THE COMPUTER...
YO DUDE! STOP CHILLING! LET'S GO!
DON'T LET GO OF MY HAND PLANT UNTIL MY BODY HAS SPUN PAST THE APEX OF MY ROTATION...
ALWAYS KICK TURN OPPOSITE THE DIRECTION YOU'RE FACING...
NEED TO BUILD UP A LOT OF SPEED FOR AN AERIAL TURN...
...ON AERIAL TURNS... TURN IMMEDIATELY ONCE YOU TAKE OFF THE RAMP!
WOW! THAT WAS AWESOME!
OPTIMAL!
TOTALLY AGGRO!
RAD!
AFTER THE FIRST EVENT... THE TOP THREE STANDINGS ARE: HAMILTON, WEST AND BARKLEY...
NOT BAD, NOT BAD... 2ND PLACE IS RESPECTABLE...
...THE NEXT TWO EVENTS WILL BE FOOT BAG AND THE FLYING DISC TOSS...
EXCELLENT! I'M GOOD AT THOSE EVENTS! IT'LL HELP ME PAD MY SCORE BEFORE THE SURFING EVENT!
I'VE GOT TO START LOOKING FOR THE EVIL DARKLINGS AGENT...
USING HIS GAMING STRATEGIES, GAMEPRO EASILY WINS FIRST PLACE IN THE 2 EVENTS.
AN EASY WAY TO RACK UP A LOT OF POINTS...
...IS TO KEEP KICKING THE FOOT BAG OFF THE FIELD AND CATCHING IT WHEN IT COMES BACK IN!
THE NEXT EVENT WILL BE SURFING. ALL CONTESTANTS PLEASE REPORT TO THE JUDGING STAND...
OH NO!.. WE'RE ALMOST HALFWAY THROUGH THE COMPETITION AND I'VE YET TO LOCATE THE EVIL DARKLINGS AGENT...
IN THE FLYING DISK TOSS, IT'S MORE IMPORTANT TO CATCH IT, THAN HOW FAR YOU CAN THROW IT...
AFTER THREE EVENTS, THE STANDINGS ARE: WEST, HAMILTON AND DWYER!
IT IS TIME FOR YOU TO LOSE YOUR LEAD HUMAN!


...NEXT TO SURF IS HAMILTON WHO IS CURRENTLY IN SECOND PLACE...
WOW! THAT GUY IS REALLY GOOD!!
HOLD ON! MAYBE HE'S TOO GOOD...COULD HE BE THE EVIL DARKLINGS AGENT?
HAMILTON'S TOTAL IS 9.8. NEXT UP IS WEST...
9.8!?! I CAN'T EVEN GET A THIRD OF THAT SCORE!
THIS IS NUTS!
I CAN'T BELIEVE I'M GOING TO DO THIS!
GOTTA... ...KEEP...MY... ...BALANCE..!
SWOOSH!!!
WEST'S TOTAL IS 1.6... AFTER 4 EVENTS, THE STANDINGS ARE: HAMILTON, DUVVER AND WEST...
GREAT! THERE GOES MY LEAD...
I MUST COME BACK STRONG IN THE LAST 2 EVENTS...
LATER, ON THE BMX BIKE RACING PLATFORM...
I'M THE LAST TO GO... I HAVE TO BEAT HAMILTON'S SCORE AND TIME IN ORDER TO TIE HIM!!
JUST STAY COOL AND REMEMBER YOUR GAMING TIPS...
ONLY GO FOR FORWARD FLIPS OFF AN EXTRA HIGH JUMP!
JUMPS ARE EASY SO LONG AS YOU LAND FLAT ON BOTH WHEELS...
360° TURNS ON FLAT SURFACES ARE AN EASY WAY TO RACK UP ON POINTS!
ONLY TRY BACKWARD FLIPS OFF HIGH JUMPS!
17
PUMP HARD WHEN YOU NEAR THE FINISH LINE!
FINIS
WEST HAS JUST SET A NEW COURSE RECORD! HE IS TIED WITH HAMILTON FOR FIRST PLACE!!
SKRRDDTTTTTTT

LATER, AT THE ROLLERSKATING RACE COURSE...
ONLY WEST AND HAMILTON REMAIN...THE WINNER OF THIS EVENT WILL DECIDE THE CHAMPION OF THE CALIFORNIA GAMES!
OK, NO MORE GUESSES...
HE MUST BE THE EVIL DARKLING!
READY...
...SET...
GO!
YOU WILL NOT FINISH THIS RACE ALIVE!
SLAM!
NO! NOW I'M DIS-QUALIFIED FROM THE RACE!
WELL, IF I CAN'T WIN THIS RACE...
NO MORE CHARADES, HUMAN!
WE KNOW YOU ARE AN AGENT OF THE HIGH COUNCIL!
...THEN HE CAN'T WIN EITHER!
SMASH!!
I'VE GOT YOU NOW!!
YOU'VE LOST EVIL DARKLING!
NOW WE'RE BOTH DISQUALIFIED!
WRONG HUMAN...
ZKKTTTT
...NOW I'VE GOT YOU!!
R.I.P.
NEXT ISSUE:
GHOULS'N GHOSTS

Black Bass Fishing

By Brother Buzz

You guide your boat silently to a tempting spot on your favorite lake. Somewhere underwater you know a hungry lunker is waiting to be caught. You cast your favorite rubber froggy out there, twitching the line seductively to make your lure as mouthwatering as possible–at least to a fish. Suddenly, a murky shape stalks your lure and–WHAM! The line screams off the reel as a huge bass thrashes across the water!

It's that ancient struggle: Man versus Fish. The Black Bass is a Hot-B cart that hauls the rockin' and reelin' action of black bass fishing into your NES.

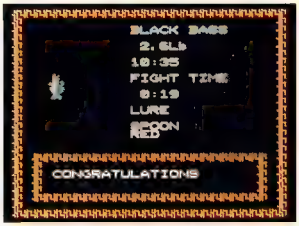
Calling All Anglers

Hook-up with vicious pike, rowdy rainbow trout, and brawny brown trout, but your quarry is that elusive monster of the marshlands–the largemouth bass.

You'll enter a fishing tournament where the object is simple: He who catches the most bass wins. But this game is no picnic.

While you battle to land your Black Bass, it sometimes leaps clear out of the water!

Just as in real fishing you don't catch a fish with every cast. Work your way up through three classes and 200 individual rankings. Just as in real bass derbys, tournaments take place on 12 days spread through summer and fall. You only have a set amount of time each day, so fish wisely. At the end of each fishing session, you get a password. But if you have a bad day you might drop a rank or an entire classification!



Once you've caught your fish, you can check out it's vital stats–size, weight and type!

Gone Fishing

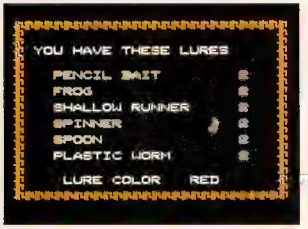
Visit four tournament quality lakes. Lake Amada is where you'll catch bass most frequently, but they're on the small side. Japan Lake is full of mid-sized and small bass. Lake More and San Lake are where the super large lunkers live. You can move your boat all around a lake to search for the best points to fish. You'll find submerged tree stumps, tall marshgrass, old pier pilings, and deepwater points–all prime bass habitats. Weather conditions, time of day, and even the color of your lure determine whether you end up with the catch of the day or the one that got away.

Choose Your Lure

You get your choice of five lures.

PROTIP: The action of the lure is what attracts the fish. Press Left then Right on the directional controller to make your lure wiggle, but when the fish starts to follow it, press Up to make it move away from the fish. He'll think his lunch is trying to run away and almost always goes for it!

The Pencil Bait is a surface lure that any fish will hit. The Frog is another top-floater that's a deadly bass-catcher. The Shallow Runner works the surface and middle depths. The versatile Spinner hits all levels from top to bottom. And the classic Plastic Worm is a delicious bottom-bumper.



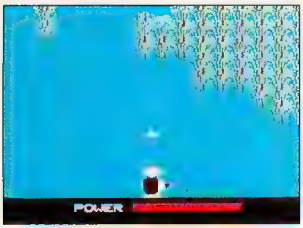
PROTIP: The spinner is the best all-around bass lure, but when all else fails, use the worm! Let it sink to the bottom then press the directional pad Right or Left. Occasionally, hit the A button to make the worm dance along the lake bottom.

You start each day with two of each. But cast carefully! You might lose your hottest lures and you can't replenish your tackle box until the day is done.

PROTIP: Sometimes lure color is the key to increasing your chances of getting a bite. Red is the best color for evening fishing. Silver is excellent for clear days.

Fish On!

Sight-in your cast by aiming an onscreen cross hair with the directional pad. When the lure hits



PROTIP: You can get pretty good at casting your lure into specific spots, but cast too far left or right and you'll lose your lucky lure off-screen. In general, cast straight down the middle of the screen and use the direction key to maneuver the lure into the right spot.

the water, start the retrieve. Shadowy fish shapes chase your lure underwater, but you won't know what kind of fish you have until one hits. If you're lucky, a fish chomps on the lure and the fight is

Fish on!

on! Reel in the line, but don't go too fast or you'll lose it. Ringing bells mean danger, you're straining the line. Apply Thumb Pressure to

PROTIP: If you don't want to mess with the little guys, just press Select to unhook them without reeling them all the way into your net.

wear out the fish. At the end of each cast you have the option of switching lures, moving to another spot, or checking your results for the day.

Go Fish

The Black Bass isn't your typical NES game. In addition to strategy and timing, it takes patience and a little bit of luck. All that's missing is the fish fry at the end. If you'd rather be fishing than zapping mutants or punching-out bad guys, try The Black Bass.

The Black Bass by Hot-B ($39.00).

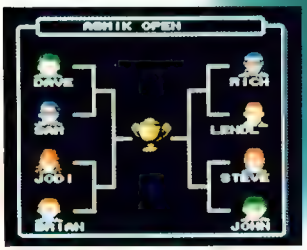
ILLUSTRATION CARL BUELL

Top Players' Tennis

By Andromeda

The Australian Open, the French Open, Wimbledon and the U.S. Open–the biggest names in tennis compete in these tournaments every year trying to win the coveted Grand Slam. So why not you? Well, now there's nothing in your way. Asmik's Top Players' Tennis lets you compete for the Grand Slam right along with the pros.

Choose from many different play modes–Singles (against the computer or another player), Doubles, and even One Player vs. Two Players on the other side of the net! In the Singles Mode you head out on the tour. But before you hit the road you've got to decide who you'd like to be! Slip into the tennis togs of Evert or Lendl and hit the courts, or develop your own player. If you decide to go it on your own, you'll allocate points among different skills –speed, stamina, strength, agility, concentration, technique, and even miracle shot ability!



PROTIP: Choose Evert or Lendl for your first few practice matches. Once you've gotten a feel for their special skills you can check out how their points are allocated. This gives you a better idea as to how you'd like to allocate your own skill points.

Once you've picked your pro, you'll find yourself competing in the Asmik Open. You've got to win enough matches here to earn qualifying points to compete in the Grand Slam tournaments. With each match you win, your player earns more points, and becomes stronger in the different skill levels.

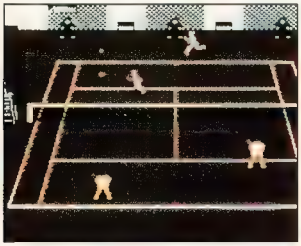
PROTIP: Every player you're up against has different skills. During the first few games play conservatively, staying back on the baseline, until you've assessed your opponent's strengths and weaknesses.

When your ranking is high enough you're off on your Grand Slam quest. Play in each of the world's most famous tournaments, from the clay courts of the French Open, to the grass courts of Wimbledon.

Play in the U.S. Open.

In between matches you'll get a password that lets you continue to develop the same player. You can keep playing Wimbledon until you're the champ.

If you've got a friend, or even three, in the mood for a set or two there's a game here for you. Play Singles against one another, or play Doubles on your own, or play with up to three friends, using the Nintendo Satellite. In Doubles play

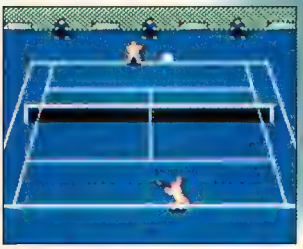


It's dynamite doubles action!

you'll head straight to the Grand Slam tournament of your choice. Evert or Lendl are always ready to team up with you for some great doubles action.

Serve It Up

As in all tennis, your serve is one of the key points of your game. Serve

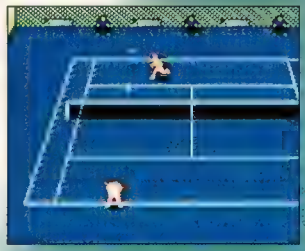


PROTIP: The timing of your swing is the key to great serving. Swing just as the ball begins to drop back down towards you.

the ball fast or slow, and even put some spin on it to confuse the receiver. Once you get the hang of hitting your serve it's easy to avoid double faulting.

Play all of the Angles

As you work your way up to Grand Slam Champ you'll need to practice all of your shots, and work all of the angles. The same strategies that work in real tennis work here. If your opponent runs into the net, drill a shot down the sideline or hit a sharp crosscourt angled to pass your opponent clean! Or, toss a lob



Hit a great passing shot and leave your opponent gasping!

right over his head! If the other player returns the ball you might get a chance to blast an overhead smash right down his throat!

PROTIP: Unless you're really quick, it's easier to stay back at the baseline. You've got a lot more time to get into position and hit the ball. When you're up at the net, just as in real tennis, things happen very fast!

Mix up your shots. Besides normal flat groundstrokes, volleys and smashes, you've got the ability, using your controller, to put top spin, side spin, and a little slice on your shots. If worse comes to worse, you can even go for a Mira-

Drop shots are deadly!

cle Shot. Miracle shots include the bewildering Miracle Return (you don't even have to touch the ball), the Miracle Spiral (twists and turns to totally confuse your opponent), and Miracle Speed (a blazing shot that leaves your opponent gasping in disbelief).

PROTIP: Miracle shots don't work too well until you've earned enough miracle points! As you gain skill and experience you'll gain the ability to make impossible shots just like the pros!

The Rules — The Game

Top Players Tennis also includes a complete set of tennis rules and terminology. The refs are pretty fair, although you'll still find yourself wanting to throw your racket to the ground in the middle of a heated match when you think you've gotten a bad call. It won't do any good, though! If you're really upset you can always ask for advice from Chris or Ivan. They're always happy to put in their two cents.

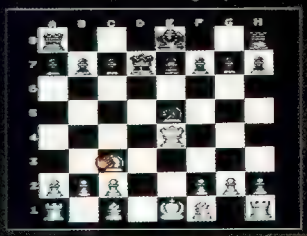
Top Players' Tennis is one smashing new title for sports and tennis lovers everywhere. Asmik scores a big 6-0, 6-0 with this first title for the Nintendo. It's guaranteed hours of great tennis action, either alone or with friends! Tennis anyone?

Top Players' Tennis by Asmik ($44.95)

CHESS

By Stomper

Wargames can take you onto the battlefield or into the back rooms where strategy and tactics reign. Bullets fill the air like hail in a windstorm, and explosions rock the earth around you. War is full of personal heroism and tragedy.



Chess: the ultimate strategy game.

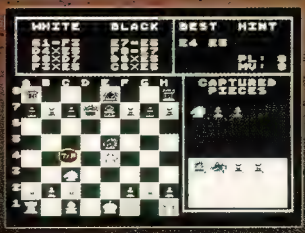
On the other hand, one of the oldest and most challenging war games in history is chess. It's the ultimate test of strategy, and it comes from an era when political intrigues were as complex and tangled as a thousand snakes locked in a closet.

Hi Tech Expressions puts a chessboard in your NES with The Chessmaster. Based on a powerful computer chess program called Chessmaster 2100, this game has it all. Play against a computer opponent at any level from absolute beginner to grand master. Set up chess problems, watch the computer "think," and ask for hints. Whatever your level of play, The Chessmaster delivers.

Chess For All Comers

Even if you've never played chess before, The Chessmaster helps you learn the basic moves in Teach mode. It won't let you do anything illegal, and it even lets you take back as many moves as you want. At the lowest level of play, even an inexperienced player can win. At higher levels, however, The Chessmaster proves who's boss.

Learn from the computer in the Teach Mode.



PROTIP: Anyone who isn't a master chess player can use this game as a learning tool. Take back or replace moves, and try different strategies. Start from the same point in the game, but do something different each time. Also, change sides at any

MASTER

PROTIP: If you want the ultimate control over the Chessmaster, select the infinite level of play. It will only move when you select Force Chessmaster to Move from the menu.

ter may take its time to make its move. Buy force it to move any time, if you get impatient.

View the chess board from different angles. Put White on the top or bottom at any time, even in the middle of a game. Turn board coordinates on if you need help locating a position, or off if you don't need them.

PROTIP: Turn on the Deep Thinking [illegible] to allow the computer to con[illegible] moves while your think [illegible] This gives the comput[illegible] but it may also [illegible]

The War Room.

time to see what The Chessmaster would do in your position. There are lots of ways to use this program to learn or improve your game.

All The Right Moves

Promote pawns, castle, or capture En Passant—The Chessmaster has all the moves. Play a straight game or use the many options to enhance your experience. For instance, The Chessmaster will act as referee in two-player games. Or switch sides with the computer player at any time. At the higher levels of the game, The Chessmaster [illegible]

Chess students will be [illegible] ed to know that The Chessmaster comes with a library of about 75,000 opening moves. Turn off the opening moves if you want to handicap the game. Or, if you want, explore specific chess problems, famous maneuvers, or end game strategies. Any time during a match, ask The Chessmaster if there's a forced mate within a certain number of moves. If The Chessmaster finds a solution, it implements it and you'll have the opportunity to retract each move one at a time to examine the strategy.

A Thinking Game

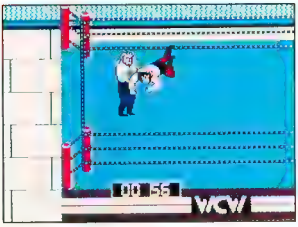
Switch to the War Room view where you see the last three moves in traditional chess notation (D2-D4). You'll also see the game "thinking" about its next move and the sequence it currently considers best. It's like reading your opponent's mind. The Chessmaster even lets you know what it thinks is your best move under a heading called "Hint."

Here's a game that teaches you a game. It's a new look for the original all-time classic. Make your move; try The Chessmaster.

The Chessmaster by Hi Tech Expression ($49.95).

By Donn Nauert

The crowd roars as you climb slowly into the ring. You're Ricky Steamboat of big time wrestling fame–and you're going head-to-head against eleven other National Wrestling Association stars.



Toss your opponent to the mat.

Ding, ding–there's the bell! Come out of your corner stalking your opponent warily about the ring. You lunge and throw your speciality move, the "Flying Body Press." One! Two! Three!–pin your opponent for the count!

Pick Your Man

World Championship Wrestling from FCI introduces you to the rough and tumble NWA by enabling you to be one of the twelve most popular NWA wrestlers. Be-

Watch out for deadly sting!

sides Ricky Steamboat, you'll recognize such greats as Road Warrior "Hawk" (whose favorite moves include the Brain Buster and the Boston Crab), Kevin Sullivan (who favors the Cranium Kick and the Cobra Twist) and Michael Hayes (who likes to wrestle opponents to the mat with the Atomic Drop and the One-Hand-Back-Breaker).

Show Them Your Moves

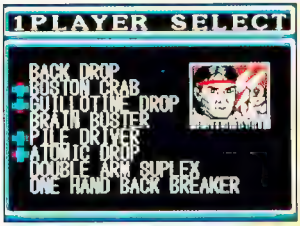
Once you've picked your wrestler, begin the game at the Mode Select and Favorite Moves screens. These two features make World Championship Wrestling one of the best wrestling titles to date.

The Mode select screen has four game types to choose from, including the One Player Vs. the Computer mode. This mode pits you against each of the eleven other computer opponents twice before you finally face the WCW master.

PROTIP: Against the Master you must use the Running Move to have a chance at victory.

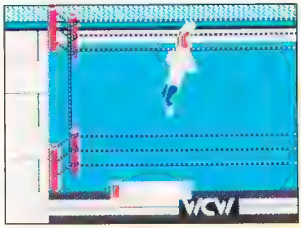
It's tough, but don't worry–there's a password feature. WCW also features One-Player Tag Team vs. the Computer, a Two-Player Wrestler vs. Wrestler, and a Two-Player Tag Team vs. Tag Team as well.

The Favorite Moves screen enables you to choose four moves per match out of each wrestler's eight favorite moves–including such memorable body crunchers as the Cobra Twist, Boston Crab, Back Drop, and the infamous Pile Driver. Each wrestler also has a fa-



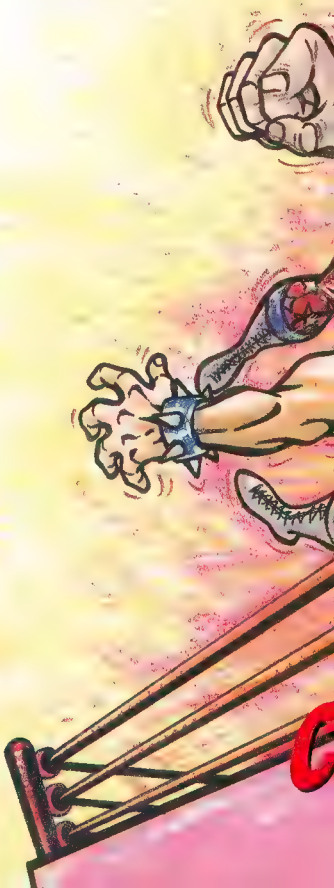
Pick four of your favorite moves.

vorite specialty move. If you're near the center of the ring and your opponent's power points are below a certain level, let loose with a move like Sting's deadly Scorpion Death Lock. You'll max up your power meter and do serious damage to your opponent.

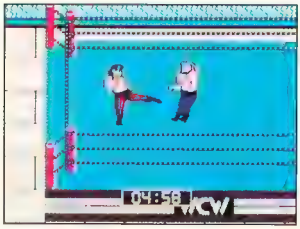


Let loose with a special move.

ILLUSTRATION FRANCIS MAO



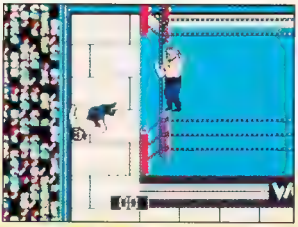
In addition to all of your Favorite Moves and your Special Move, you can Run, climb onto the corner posts to execute such moves as the Diving Body Press and Diving Knee Drop, Fall on your opponent, and Drag your opponent by the feet. Even better, your moves aren't confined to the inside of the ring! Launch your attacks from on top of the ropes, climb outside of the ring to grab deadly weapons, or best of all, toss your opponent right out of the ring!



PROTIP: There are three kicking actions you can use to defeat your opponents. First, try standing and kicking. If that doesn't work, try kicking and then moving forward and kicking. If this fails, try kicking, then moving backwards and kicking. Remember, it takes a little timing and practice to master these moves.

Hit the Mats

Try four paths to victory. Get a Fall Count of three or drive your opponent's power bar to zero so they Give Up. Likewise, trick your foe into a Penalty Count of five or keep tossing him out of the ring until he's out of the match.



PROTIP: The quickest ways to get a win: First, throw your opponent out of the ring. Next, wait until 12-14 seconds have gone by and perform a favorite move. Finally, wait until the 16 second mark and heave your opponent into the stands. If done correctly, you should win by an Out of Ring count.

Altogether there's enough wrestling action here to keep even the biggest heavyweights hustling. Add up the scores from the judges and FCI's World Championship Wrestling is the unanimous winner.

World Championship Wrestling by FCI ($47.95).

By Maid Marion

Get ready to jump behind the wheel of one of the sleekest, meanest racing machines ever built–the Formula One. With a little practice you'll earn a shot at being number one on the Grand Prix circuit.

Your Racing Machines

Take your pick from any one of four Formula Ones built for top speed and performance.

V10 is great for drivers who haven't mastered manual gear-shifting. For maximum output on long, straight tracks try the Chevy Lola.

Once you've picked a car and climbed into the driver's seat, make sure to look over the instrument panel. To make this top flight racer scream around the track you'll have to master braking, accelerating, steering, and shifting.

PROTIP: Keep off the grass–it does extra damage to your tires. Time your pit stops based on your tire damage. Let it go too long and bad tire treads decrease your maximum track speeds.

PROTIP: Beginners should try the standard Ferrari V12. The Honda

PROTIP: To maintain maximum speeds around curves, hold the A and B buttons down simultaneously as you navigate the curve.

Keep your car in top form and stay ahead of the pack by monitoring speed, rpm's, your race position, lap time, laps remaining, and tire damage.

The Practice Mode

Before you head for the big time–the Grand Prix circuit–you better check out the Practice Mode to get a feel for the way your car handles on the different tracks. World GP's Practice Mode lets you take any of the four different cars for a spin on any of the sixteen different raceways. Better yet, Michael Andretti

PROTIP: Besides becoming familiar with the tracks, the Practice Mode also lets you get a feel for something a little more elementary–shifting! Once your shifting becomes automatic, especially tricky downshifting around tight curves, you'll be much more effective out on the track when you've got other cars to maneuver around.

PROTIP: During Practice Mode, you can get the hang of maneuvering through chicanes, running off the track, and actually gaining time! Work your speed up to 250 mph, and then, when you come to the chicane, let your car continue straight ahead. If the chicane is a small one, you'll be back on the track with time gained–with nothing more than a slight steering adjustment! Try Monaco on the second straight and Australia at the first hard chicane to get a feel for this trick.

Get Set for the Green Flag

Ready for a real race? Well, pick your favorite track, grab a buddy and start your engines. The Two Player Mode pits you against another player, or if there's no one around, a professional driver.

Michael Andretti has some hot racing tips for you.

himself is only too happy to talk you through the tricky parts of each of the different speedways.

Take on another Grand Prix driver.

There's 13 famous international racers just waiting to match machines with you, including Michael Andretti himself.

The Grand Prix

With practice, skill, and maybe just a little luck, you're ready to compete in the Grand Prix. To win the coveted title of Grand Prix Champion you'll have to compete in races worldwide and win more points than any of the other Grand Prix racers. This is easier said than

Take on a buddy for the race of your life!

done! To enter the Grand Prix you've got to qualify. Zip around the particular race track where the race is being held five times–and here's the catch–you must go faster than at least one of the four leading racers! If you don't make it, you sit in the pits and watch the other four racers battle it out! But get a qualifying time and you'll get a starting position as well as the chance to earn points towards becoming the Grand Prix Champion.

PROTIP: After you complete each level in the Grand Prix Mode, save the game and return to the Practice Mode for a little warm up on the next Grand Prix track.

Michael Andretti's World GP brings a new level of Grand Prix racing to the NES. Between the Practice Modes and the variety of different cars, raceways, and competition options, there's enough racing action to keep any speed demon busy. So climb behind the wheel of your Nintendo and head for the checkered flag.

Michael Andretti World GP by American Sammy ($44.50).

EVERYTHING ELSE

The Power Glove. You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And feel the mechanical moves of a joystick give way to free-flowing, instant response.

You actually knock out Mike Tyson. Grab the steering wheel of Rad Racer. All simply by moving your hand.

The Power Glove also gives you moves you've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than

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IS CHILD'S PLAY.

you ever could with a joystick. With new moves at your disposal, the Power Glove makes your joystick games, especially vertical scroll games, new. Different. More exciting.

And that's only the beginning. Because with games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

So put on the Power Glove and put on the power of the future.

And feel everything else become child's play.

MATTEL POWER GLOVE™

Licensed by Nintendo to play on the Nintendo ENTERTAINMENT SYSTEM®

Double Dragon: © 1988 Technos Corporation. © 1989 Mattel, Inc. All Rights Reserved.

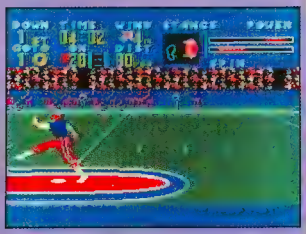
By John Sauer

You're the running back in the Super Bowl, the game of a lifetime. At the snap you break left and take the pitch from the quarterback. The linemen open a hole with a crash and you head for daylight. The crowd goes wild! Suddenly a 250-pound screaming tackle blocks your path coming at you like a freight train and you've got no where to run! What will you do? What would Walter Payton do?

Here's your chance to find out! Sega's newest entry into the sports arena has all the thrills and excitement of major league football. You pick the teams, call the shots and run the plays. Take on the computer or a friend for gridiron action like you've never played before!

Taking the Field

Walter Payton Football has twenty eight American and National city league teams, so you can play for your favorite city! When you play against the computer, you also get to pick the computer's team. You have two play options: the Monday Night Game and the Super Bowl Playoffs. Choose one and hit the the field for the coin toss to decide who takes offense and who play s defense. Then it's the kickoff–and game time!



Kick off!

A Player's Dream

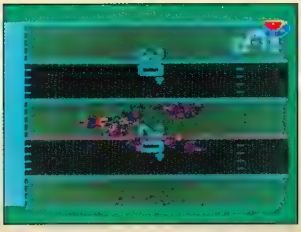
Walter Payton Football gives you complete control over the game. You select the difficulty level, Easy, Normal, or Hard. The more difficult you make game play, the faster the defense moves. On kickoffs, decide the kicking power, angle of kick, and the amount of spin you want on the ball. The offensive and defensive playbooks give you complete control over passing, running, blocking, and tackles.

The Playbooks

There are three basic types of plays in Walter Payton Football. All plays are variations of these three: the Flanker T formation, the Wing T formation, and the Shotgun formation. Each play has a Split End (weak) left side and a Tight End (strong) right side. Plays begin at the Huddle screen, where you select from offensive and defensive playbooks that would make any NFL coach jealous!

Offensive Attacks

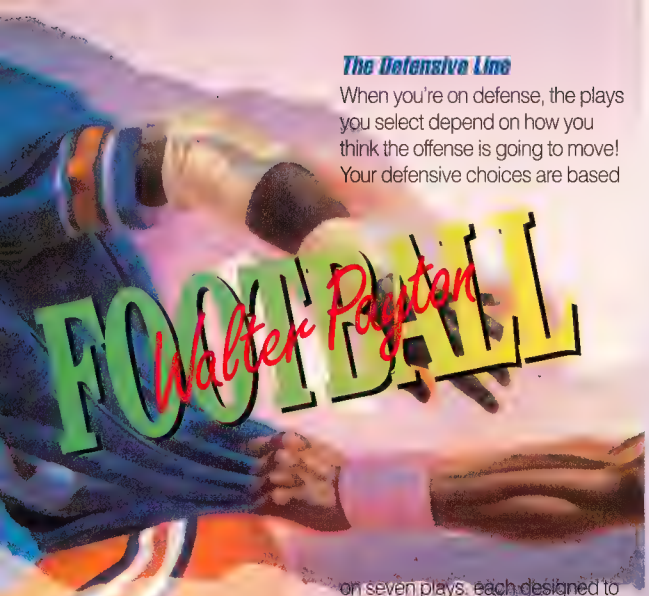
When you go on the offensive you call for line attacks, passing plays, or–if it's fourth and desperate–punts! The offensive playbook features fourteen plays for a wide range of options. If you have five yards to go for a First Down, a Quarterback Sneak is a good play for short yardage gains.



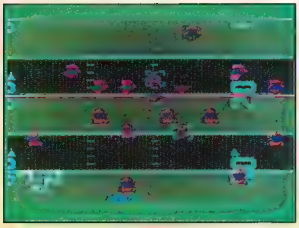
PROTIP: To gain extra yards in a short run play, press Button 2 right before your ball carrier is tackled. He dives for two more yards.

When you're playing against a defense that has good central coverage but is weak at the sides, a Drop Back Pass gives you a good chance to make a mid-range completion pass along the left or right side.

PROTIP: Go for a field goal whenever you get a chance. The one point increases may seem like a small way to go, but often that 1 point increase gives you a win!



Feel lucky? Want to make big yardage? Then try a Wing Reverse. While your wing back spends a lot of time in the backfield with the ball, the offensive linemen open a big hole in the opposite side of the line. Make it through and it's a clear shot up the side!

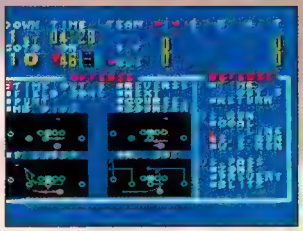


PROTIP: A Reverse often catches the computer defense off guard, so you can gain long yardage. But don't use them too often or the computer gets wise to your style!

And there's always the classic Bomb Pass, a throw way downfield that can quickly change the course of a game!

The Defensive Line

When you're on defense, the plays you select depend on how you think the offense is going to move! Your defensive choices are based on seven plays, each designed to cover several situations. A S.S. Run (Strong Side Run) play, for example, provides a strong defense against running plays on the strong, Tight End side of the offensive line.



PROTIP: When you're running a defense against the computer, alternate between S.S. (Strong Side) Run and W.S. (Weak Side). Run to follow the computer plays. The computer may try to pass on third down, so be ready to use a pass Prevent play.

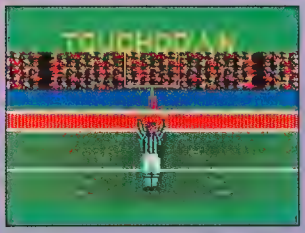
The Prevent play covers three deep and three shallow zones against passes. And there's always the famous Blitz for sacking the quarterback!

If the offense tries to reverse a play, the defensive play automatically reverses to cover. Return plays set up automatically when the offense punts and Goal Line plays are automatic if the offense tries for a field goal or extra point.

Stats and Passwords

You'll see the stats for each game as soon as it's played. Stats measure your success on both offense and defense. Stats are also a good way to judge your playing and coaching strengths. If you gained more yards rushing than passing, maybe you're better off working a running game and saving passes for desparate situations!

When you play a Monday Night game you'll receive a Password at the bottom of the screen at the end of the game. The Password allows you to keep your stats from game to game. When you feel ready, go for the Super Bowl in tournament play. You'll be on your feet and shouting in no time!



Touchdown!

If you're looking for a solid sports game that offers total control, the thrill of victory, and all the excitement of the Pros, your days as an armchair quarterback are over. Try Walter Payton Football for the SMS–it's a Super Bowl Season you'll never forget.

Walter Payton Football by Sega of America ($51.99).

CASINO GAMES

By John Sauer

Bright Lights! Fast Action! Big Money! Sega's Casino Games deals out the chills and thrills of big time casino gambling. If you've ever been to Las Vegas, Atlantic City or one of the world's gambling hotspots, then you know how much fun cards and slot machines are–in one night you can win a fortune–or go bankrupt! Casino Games enables you to enjoy the action without spending a dime! The object is simple. Start with a bankroll of $500; walk away from the Sega Royale Casino with one million dollars! Just how good a gambler are you?

The Sky's the Limit

Casino Games has enough gambling action to keep even veteran high-rollers happy. Start out with minimum bets of $100. But as the games go on–and as you get richer–bet as high as $100,000! If you make a million, buy out the casino and retire wealthy.

Try your hand at Black Jack, Poker, Baccarat, and Sega Slot Machines. If you get tired of gambling, relax with a game of Pinball.

Black Jack

Here's the fast moving game some people call Twenty One. Draw cards to get a total as close to 21 as possible, or beat the dealer's hand. You can only see one of the dealer's cards, but both of your cards are face up. Place a bet and the dealer gives you two cards. Get an Ace and a face card and that's 21–Black Jack! You win one and a half times the amount you bet. All other bets double your money. In Casino Games Black Jack you can split pairs, double down, bet insurance and split aces.

PROTIP: The dealer has an ace showing. Should you bet insurance that the dealer has 21? Only if the dealer's hot. Insurance isn't always a smart bet. You could lose half your bet!

Poker

Casino Games poker pits you one on one against your choice of adversaries. The object is to get the best hand of five cards. Ante up and each player gets five cards. Now the betting begins! If you have a bad hand and don't feel you can bluff, it's a good time to fold.

PROTIP: If you've got a very bad poker hand, sometimes the best thing to do is fold. You lose less money in the long run and you can start a new round–hopefully with better cards!

If you have a pair of Jacks or better, go for it. Draw three and see what you get. Bet according to the quality of your hand, or how lucky you feel. If your hand beats your opponents, you win!

The Ultimate Dragon Slayer.

No make-believe Dragon here. This is the original. The ultimate DOUBLE DRAGON.™ The top Nintendo Entertainment System game. And right now, they're in big supply!

Do whatever it takes to rescue Marian from the savage street gang of the mysterious Shadow Boss.

Get fighting mad with the Punch, Head Butts, Uppercuts, Low Kicks, Hair-Pulls and the dreaded Over Shoulder Throw.

So make sure you only insist on the ultimate Dragon slayer. The ultimate DOUBLE DRAGON from Tradewest.

Don't sit still for anything less.

WE PUT YOU IN THE ACTION
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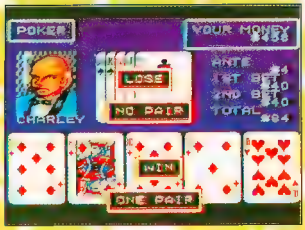

PROTIP: How good is your poker face? Watch your opponents' faces when you play. Their expressions can reveal if their hand is a winner—or if they're bluffing.

Baccarat

Baccarat is the card game James Bond made famous! It's also the easiest game to play. Get the highest one-digit total of two or three cards without exceeding 9. The

It's a natural eight.

smaller your total, the less chance you have of winning. After you make your bet, the dealer gives you two cards. Stand or draw a third card. In Baccarat, it's easy to make–or lose–a lot of money in a short period of time.

The One Armed Bandit

The Sega Royale's one-armed bandit is just as much fun as its neon counterparts and just as easy to play. Choose from $1 to $100 dollar machines. You can play up to nine coins per pull. Give the arm a pull and hope for luck! If

Hit the Vegas Strip!

you hit a winning combination, the money rattles down into the payoff slot!

PROTIP: Remember to play your coins in multiples of three to maximize your chances to win big money!

Pinball Wizards

If you tire of the adrenaline-charged thrills of casino gambling, try some pinball. You don't need chips or tokens and it's a great way to relax. Select a slow, medium, or fast machine.

Flippers fly in hot pinball action.

Use your flippers to bounce the ball off the Thumper Bumper for bonus points up to 800 points. Next, go for the drop targets. Get all three and the kicker goes into action! Thumper Bumper points jump as high as 1,000 points.

Now, hit all the middle targets and light up the shooter gate lamp. If your ball slips into the gate, a ball saver keeps you in the game. You can even rock the machine–but don't tilt it!

Casino Credit

The first thing you do when you enter Sega Royale is enter your name. You get the star treatment, and you also get an account number to save your hard-earned winnings. At any time during play, you can return to the information counter to get an account number. When you next play Casino Games, enter your name and account number and return to the game with all the money you had when you left. This really keeps you going on your path to the million dollar goal!

If high stakes gambling action gets you going, then Casino Games is for you! Best of all, losing at the Sega Royale doesn't cost you a cent. There's always tomorrow–and another $500. Good Luck!

Casino Games by Sega of America ($46.99).

TECMO WORLD WRESTLING™

coming soon!

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For Play On The
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The Newest Challenge In the Tecmo Tradition of Skill Games and Strategy

TECMO [illegible] other [illegible] winner game for the Nintendo Entertainment System®, featuring outstanding [illegible] that will keep you on the edge of your seat!

With **Tecmo World Wrestling**, you can pin your opponent using 36 wrestling moves. You control the action to achieve the world championship.

Work your way to the playoffs as you plan your strategy as a coach or player in **Tecmo Baseball**™ or **Tecmo Bowl**.

Tecmo Baseball™ puts you in command of your own professional team. You can change your lineup, batting order and even designated hitters.

Tecmo Bowl™ gives you total control of key players as they charge for the winning trophy using the game plan that you create!

In **Ninja Gaiden**™ you'll travel through distant lands as you wage battles against relentless enemy warriors in this incredibly realistic adventure.

TECMO

Victoria Business Park, 18005 S. Adria Maru Lane, Carson, CA 90746 USA PHONE: (213) 329-5880 FAX: (213) 329-5134

By Charlie T. Aslan

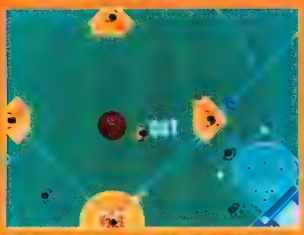
Winning the World Series has its benefits. In addition to the parade down Main Street, the hefty salary bonuses, and the obligatory call from the President, some players and managers are lucky enough to get product endorsements. Of course, the Dodgers didn't win the Pennant last year, but lucky Tommy Lasorda got his name on Sega's new Genesis baseball cart anyway.

The Sega Scoreboard

16-bit Baseball

We've got a hit batter and it's the ball is foul for the season, but Tommy Lasorda Baseball is definitely a winner. Thus, we feel that this baseball game is the best, and it's [illegible] of what's to come. [illegible] Fans have A lot to look forward to.

[illegible]



[illegible]

"Ball," "Strike," "Safe," "Out," and "Foul," and broadcasts the position of the fielder closest to a hit ball. Every call is crystal-clear.

Welcome to the Bigs

Play alone or with a friend. Choose any of the 26 major league teams.

Pick your favorite team.

Tommy Lasorda Baseball lives up to the name. Its city names, but the rosters and the player names are specific to the game. There's no [illegible] Mike Schmidt or Wade Boggs, but you may recognize players from Sega's 16-bit Pete Rose Pennant Baseball.

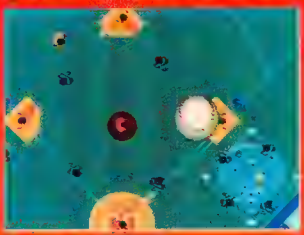
***PRO TIP:* Pay close attention to team stats and ratings before you play a full season. Learn which teams are the strongest. For example, the Oakland A's are stacked with sluggers. The San Francisco Giants are well-balanced with good hitting and steady pitching. Of course, you can play your favorites, but check out all the teams if you want to win the Pennant.**

Lasorda Baseball has a password mode so you can play a season in any one of the four divisions. With some success, you can make the league championships—even the World Series.

***PRO TIP:* Pay very close attention when you jot down your password. It's 22 letters and numbers long and the funny script is hard to read. Don't make a mistake or you'll have to start your season all over again.**

Hey Batter!

Batters in Lasorda Baseball are rated according to batting average, homeruns, running speed, fielding, and throwing ability. Pitchers are



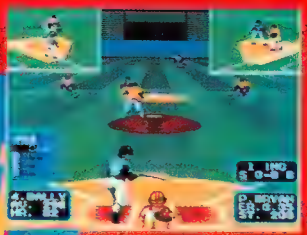
[illegible]

[illegible]

***PRO TIP:* Use sound pitching strategy. Mix up speed and location, especially when you play the computer. Avoid using the same pitch in the same location and you'll get tagged.**

BASEBALL

TOMMY LASORDA



PROTIP: Hitting is the toughest part of the game and beginners should make it easy on themselves. At the start of the game, select the Options menu from the Game Select screen. Set CPU to Easy, make Type a Batter's Game, and switch the Wind off. When you learn how to hit, set the game back to normal mode.

PROTIP: It's difficult to hit against a good pitcher in normal mode, but lefties can almost always bunt down the 3rd base line safely, if they're leading off or there's a man on base. Hit A to square up for the bunt (wait till the pitch is thrown so the defense knows you're bunting), then press the directional controller to the left to bunt down the line.

Design Your Game

The option screen enables you to decide how tough your computer opponent will be. You can play a pitcher's duel, a batter's slugfest, or a normal game. Decide whether there'll be fielding errors and determine how the wind will affect hit balls. Players can't steal bases, however, and there's no way to pick off runners. Keep up the pace, it's baseball!

Tommy Lasorda Baseball by Sega of America ($58.88).

By Charlie T. Asian

The din of the crowd quiets to a hush as you approach the tee. You're only two strokes off the leader's pace with three holes left to play. If you're going to gain any ground, it's got to be now. The leader has already put his shot in the sand bunker to the right of the green. You gauge the wind velocity, then drive your shot towards the flag. The ball hits the edge of the green and bounces within three feet of the hole. A proper read of the green, and you'll birdie this hole!

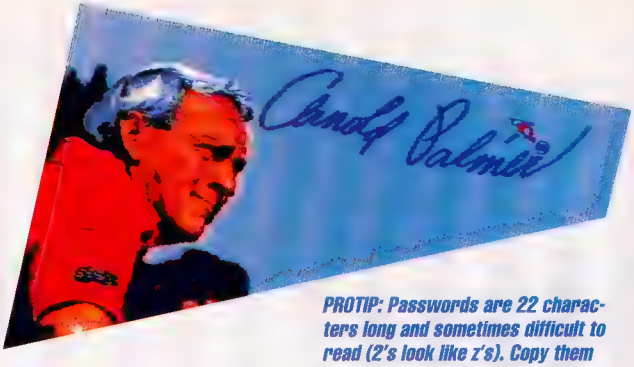
Picture Perfect Play

Arnold Palmer Golf for the Genesis is one of the most realistic and graphically stunning golf games you'll ever play. It looks and sounds as good as any arcade golf title.

Drive it right down the middle of the fairway.

Tee off by yourself or play 18 holes with a friend. Besides the One- Player and Two-Player modes, there's also a practice mode, match play (head to head), and a full blown international tournament.

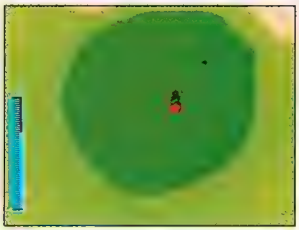
Tournament play lasts 12 rounds, with each round being 18 holes of golf. Most rounds are standard "stroke" play–the lowest point total for 18 holes wins the round.



But the seventh and eighth rounds are "match" games. You'll play for each hole individually; the player winning the most holes wins the round. Things get really exciting when a match game ends in a tie, and players move into a "sudden death" play-off.

Learn Power Golf

During the tournament, players earn higher skill levels, more knowledgeable caddies, and more power. Power increases the flying distance of your ball, making your drives much better. Once you've earned the higher skill levels, you can also deliberately hook and slice the ball with greater accuracy. Caddies in the know can tell you distance to the hole and recommend how you should play the ball.



Ask your caddie for advice when you're trying to sink a tough putt.

You get a password at the end of each round of the tournament.

PROTIP: Passwords are 22 characters long and sometimes difficult to read (2's look like z's). Copy them carefully or you'll lose an entire round of play!

Pick Your Favorite Course

Arnold Palmer Golf nets you starting times on three different courses. The Japan course is 6,690 yards–a short course surrounded by a water hazard and woods. The United States course is 6,919 yards, wide, and often very windy. Great Britain's course is filled with thick bushes and plenty of sand traps. It's the longest course at

Fly out of this bunker right onto the green.

6,950 yards. All three courses are par 72.

Sega's Arnold Palmer Golf brings a classic video game sport to life. Golf enthusiasts and newcomers alike will thrill to the excitement of a clapping and cheering crowd when you sink your putt. This game scores a hole in one!

(Arnold Palmer Golf by Sega of America $59.99).

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The CAPED CRUSADER™ is back, as you've never seen him before!

If the stark reality and explosive action of the movie BATMAN left you screaming for more, this is the moment you've been waiting for! It's a trek from the streets of GOTHAM CITY™ to the dark depths of the city underworld, brought to life with graphic magic. Get BATMAN today at your favorite dealer now.

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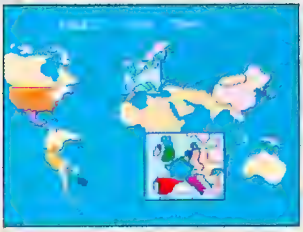
World Championship Soccer

By Charlie T. Aslan

What's the most popular sport in the world today? Well, it isn't baseball, basketball, football, or even hockey. It's soccer! There aren't too many video game soccer titles available yet–but World Championship Soccer for the Sega Genesis is one of the best. It's as fast-paced and exciting as the real thing.

World Cup Action

World Championship Soccer puts you right in the middle of World Cup soccer action against 24 teams from around the world. Each



Pick your team!

game lasts about 15 minutes, so a full tournament takes about an hour and a half. There's no password mode, so you've got to play the entire tournament in one sitting. No problem! The thrill of winning the World Cup is well worth the time. There's also a two-player option so you can go head-to-head with a friend to see who takes home the Cup.

Pick Your Team

Each team is rated from one to five in four skill categories, with five representing the best. The categories are: speed, kicking strength, tackling ability, and accuracy. Every

A goal kick!

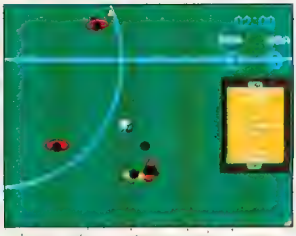
player is rated in the same four categories, but each player's scores are based on a comparison with his teammates.

PROTIP: Remember that a player with a "5" in speed playing on a "2" team is not going to be as quick as a player with the same speed rating on a better team!

Teams are grouped in zones, with four teams playing in each zone. You go up against every team in your zone once, and then the top two teams advance to the final tournament.

Foot-Stomping

When the action begins, you view the field from above. A small radar screen in the upper right corner shows you how close you are to the opposing goal and where other players are on the field.



PROTIP: You'll probably find the radar screen doesn't help you much. The action in this game is so fast-paced that if you take your eyes off the main screen for even a second, you'll give up a score.

Dribble downfield, pass to teammates, take a penalty shot, or block a shot at your goal! Great graphics and sound lend this soccer standout its final touches. Lead your team to the World Cup title right from the comfort of your living room couch! Whether you're a soccer buff or just a sports fan looking for a fast-paced game, you'll get a kick out of World Championship Soccer.

World Championship Soccer by Sega of America ($39.99).

DO NOT ATTEMPT YOUR MISSION UNTIL THE CHOPPERS ARE OVERHEAD, SNIPERS ARE IN POSITION, AND YOUR HOMEWORK'S DONE.

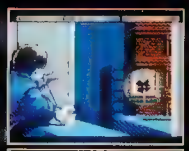
Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

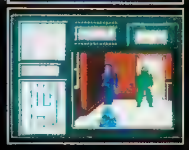
RESCUE: The Embassy Mission. The action comes fast and furious. Itchy-fingered enemy gunmen. A perilous rappel down the sheer face of the Embassy. If you survive that, don't get cocky. You've still got to out-maneuver and out-think your opponents inside and mastermind the escape.

There are 15 levels of difficulty, from "Training Mission" to wickedly-fast "Jupiter Mission." Thrills are delivered in bold strokes, with super high quality graphics and animation.

With *RESCUE: The Embassy Mission,* brainpower is as important as firepower.

KEMCO ▲ SEIKA





RESCUE

THE EMBASSY MISSION

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POWER GOLF

By Brother Buzz

You're teed-up at the 18th Hole. A par here and you finally beat the course record. Head down, left arm straight, wrists relaxed. You make your draw and clobber the ball! It's a beautiful shot–right into the water! Welcome to the all-too-real world of Power Golf.

The Game is Golf

Hudson Soft left behind the glitzy gimmicks to create a great straight-ahead TurboGrafx golf game. Power Golf provides 18 holes of horizontally-scrolling golf on a tough video course.

It's the Power Golf course!

You get three types of games. Stroke Play is basic golf; try for a low stroke total. In Match Play, compete against the computer or a friend for each others' clubs. Competition play enables three golfers to play simultaneously. Additionally, your threesome has a long ball driving contest and a closest-to-hole competition.

You can play as three different characters. Player one uses a medium-speed swing for a balance of power and precision. Player two's unhurried, smooth swing and average power produce great accuracy. Player three has a quick stroke that's hard to master, but you can really send the ball for a ride.

Mix players or use clones of the same player.

PROTIP: To quickly learn the game, try Match Play versus the computer. Use the same player. That way, you can observe the computer player's game and use your clone to practice.

Swing Time (Swing Big Big Time)

Tabbing down your stroke is the key to success. To line up your shots from the tee, use the direction key to aim an onscreen arrow. When you're ready to swing, a window pops open for a vertical view of the fairway from behind your golfer as he addresses the ball.

In order to make a shot you must press Button I three times–once to start the backstroke, once for the downstroke, and once to hit the ball. It's a tricky technique; for-

NEC

TurboBooster™ Audio-Video Enhancer

Working with your stereo TV or mono TV and stereo audio equipment, TurboBooster's special pre-amp function gives your game full stereo sound and sharper, clearer graphics through direct video input.

Where the system gets its energy.

The TurboGrafx™-16 system has many high-energy components and accessories that not only let you enjoy an amazing level of excitement now, but also let you expand your system in the future.

TurboGrafx™-CD Game Interface and Compact Disc Player

Brings CD sound and an even higher level of gameplay to the TurboGrafx-16 system—with more characters, more levels, and more challenge. Also plays regular audio and the new CD graphics (CD + G) discs.

TurboTap™ Multi-Controller Adapter

Now up to five friends can play specially selected games at once. Compete in head-to-head action or work together towards victory.

TurboGrafx™-16 Entertainment SuperSystem

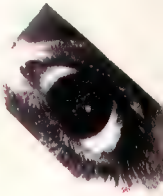
The heart of the incredible TurboGrafx-16 system. With a custom 16-bit graphics processor that delivers an amazing 512 colors, a CPU that's four times faster and six stereo sound generators.

Tons of Arcade-Quality Games.

Packed with high-energy action, our TurboChip™ game cards bring you some of the best arcade-quality titles around. Adventure games like The Legendary Axe.™ Action games like Vigilante™ and China Warrior™ Racing games like hard-driving Victory Run™ And, when you're ready, you can even expand your system to play TurboGrafx-CD games, for even more excitement—with more characters and levels, real voices, CD music, animation, and more.

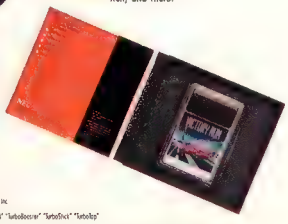
TurboPad™ Controller

Specially designed to help you control the amazing energy of the TurboGrafx-16 system, it's precise and fast, with three levels of "turbo" fire



TurboStick™ High-Performance Controller

Lets you aim better and move quicker than you thought possible! Variable speed "turbo" fire gives you high-energy action—up to 16 shots per second. Or you can go into slow motion!



TURBO 16 GRAFX™

The higher energy video game system.

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get a button-press and you miss the ball for a one stroke penalty.

Use the Power Meter to time your shots.

A power meter helps you guide your stroke, but it's tough to make the perfect swing. You'll slice and hook; but hit the ball just right and you'll split the center of the fairway. Get lucky and you'll sink 200 yard iron shots for a birdie, an eagle, or even a hole-in-one!

Line up your putt and go for it!

Putting's easier, but you must read the green and line up your shot. The level of detail is great! You can even see the slope of the green. Putts rim the hole. Hit them a tad too hard and they hit the hole, bounce up, and hopefully fall in.

PROTIP: If the ball's near the edge of the green, try using your putter instead of your pitching wedge, especially when you're learning the game. Putting is much more accurate (and easier) than the wedge shot.

Paper Caddy

Just as in the real thing, success with Power Golf requires smart club selection. You get a chart that

Pick your club and drive the ball right down the middle of the fairway.

shows the maximum distance each player can hit the ball with a given club. But the actual distance depends on striking force, wind direction, and trajectory.

PROTIP: When the hard-hitting Player three makes a good hit, the ball almost always travels a full club further than the ratings indicate. For example, if you're 179 yards away the chart calls for a hard four-iron, try to nail a five-iron instead for better accuracy.

PROTIP: If you get a good lie on a long fairway, most real-life golfers use a three- or a four-wood. Use the driver instead and power for a few extra yards. Player three is especially good at this.

Power Golf has sharp16-bit graphics, great animation, and good sounds. In addition to the overhead view of the gorgeous course, on-screen display includes a window containing a mini-layout of the hole that marks the position of your ball. You can also display a bird's eye view of the hole. Zip around to spot the best lies or zoom in for a close up of the pin.

It's a bird's-eye view of the hole.

Watch out! Trees, water, and sand traps abound. To make matters worse, this course is narrow. A vicious slice will send your ball O.B.–out of bounds–a two-stroke penalty.

PROTIP: Trees are a mean obstacle, but you can hit under them or over them. Smack the ball and immediately press the direction key up to make your shot take a low trajectory; press the key down to loft a high shot.

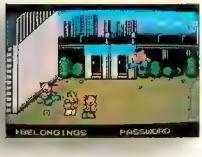
PROTIP: The seventh Hole is an aquatic nightmare–three islands and water everywhere! Don't try to be cute. Go for it with your driver. Odds are you'll end up in the drink, but for the best score, take the penalty and keep playing. If you're lucky, the ball skips across the water.

PROTIP: On the 18th Hole, only the long driving Player three has a chance of clearing the first bushy hazard from the tee. All others should play less club, a five- or a six-iron is a good choice. Then, use the driver for a strong second shot.

Veteran linksters know golf is a game of constantly changing fortunes, and Power Golf might make you want to wrap your clubs around a tree. But remember–you play golf for the glory of the challenge–right? After all, it is just a game.

Power Golf by Namco and NEC ($54.00).

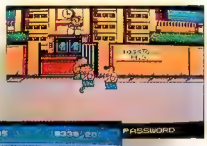
WE HAVE YOUR GAME.

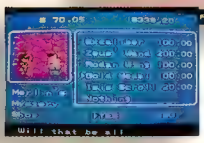


"To the Citizens of River City: I hold your high school captive! With my gangs of students and vicious bosses roaming the streets, nobody can stop me now. Meet my demands – or else!"

Slick, the meanest, most powerful gang lord in River City, has issued this ultimatum – and the entire town is powerless in a grip of fear!

Fortunately, Alex and Ryan weren't in school the day Slick took it over. But now, their fellow students are prisoners – including Ryan's girlfriend! It's up to our two young heroes to battle their way past several dangerous city gangs, then defeat the gang lord, to free the students of River City High and restore peace to the panic-stricken populace!





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By Maid Marion

Are you ready to burn some rubber? Well put your pedal to the metal and climb into Namco's Final Lap Twin for NEC's TurboGrafx. It's red hot racing with a twist. Take your pick between One or Two-Player grand prix style action. Or, for a change of pace, head into an unusual racing adventure that pits you against the "Baby Four- Wheel-Drive Warrors."

Pick a Car, Any Car

Choose the One or Two-Player options and your first task is to select your racing vehicle. You can pick either F3000 or F-1 class cars. Once you've chosen the class of your vehicle you need to decide whether you want to go with automatic or manual transmissions and V8 or V10 engines.

PROTIP: F-1 class cars are faster and have higher powered engines. Start with the F3000 and when you've got some experience move to the higher powered cars.

PROTIP: Get some heavy duty racing under your belt in a car with an automatic transmission before you try the manual. It's easy to accidently shift to the wrong gear since the directional pad maneuvers the car and shifts gears. Once you've gotten a good feel for the handling of the cars on the track you're in better shape to add in the shifting.

Rev It Up

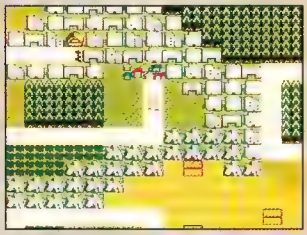
When the green flag drops you'll find yourself roaring around one of twenty different raceways. Take your car for a test spin to get a feel for the track or head straight into high pressure competition. In the One Player mode you're up against the computer, trying to finish in the top six of each race to earn points towards becoming the grand prix champ. In Two Player mode both players can compete for rank, or go head-to-head in a high-speed action match up.

Control your car's speed, direction, and shifting, as you navigate hairpin curves, s-curves, zigzags and straight-aways. Check your instrument panel to monitor your current rank, lap, rpm's, time, gear, and where you are on the course.

PROTIP: Practice the tricky hairpin and s-curves to get a feel for the speed and maneuvering needed to successfully navigate the curve. Try taking them tight on the inside corners and letting up on your speed just a little.

The Quest

If you're interested in racing action with an adventurous twist then try the Quest Mode. You're pitted against a gang of Baby Four-Wheel Drive Warriors, trying to beat them at their own game and become the champ yourself. Journey through a strange land, going one on one against the different drivers you encounter. Beat them and you'll earn prize money that you can use to upgrade your car in the different shops you visit. Just as in all adventure titles you've got to be sure to talk to everyone, and hunt for special power up items to increase your strength.



You're a stranger in a strange land in the Quest Mode.

So whether you want straight up no frills racing, or an unusual four-wheeled adventure let Final Lap Twin take you for a ride.

Final Lap Twin by Namco and NEC ($54.00).

GO HEAD-TO-HEAD, WIRELESS!

With The Nintendo® Double Player™ Wireless Head-To-Head System From Acclaim.™

Playing games on the Nintendo Entertainment System® will never be the same with Acclaim's new DOUBLE PLAYER™ System—the two player set of wireless controllers that really gives you and a friend the power to move when playing your favorite video games—especially games with head-to-head, 2-player action!

Officially approved by Nintendo,® the DOUBLE PLAYER™ System scores BIG with score-raising features like twin turbo rapid-fire, slow-motion, and pin-point accuracy from up to 30′ away. Get the winning edge.

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World Court Tennis

By Andromeda

It's 40-30 and match point. Win this point and victory is yours. You toss the ball and smash the serve –it's an ace! Turbocharged tennis? You bet! World Court Tennis by Namco and NEC puts top flight tennis just a groundstroke away for every TurboGrafx owner.

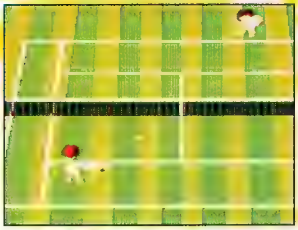
Tennis Anyone?

Whether you're on your own or you have a crowd of friends ready for a match, there's a play mode for you. World Court Tennis lets you play Singles or Doubles. In Singles play, you can play the computer or a friend. Play Doubles with up to three friends at once! When you have more than one player you'll need your TurboTap and extra TurboPad controllers. The game also features an unusual Quest mode, but more about that later!

Pick your game mode and then select your player. There are 18 different players to choose from, each with a range of different play skills (all outlined in the game manual). For instance, Smith is a lefty who doesn't put any spin on his strokes, and the mighty Weitz has a dynamite serve, and the best volleying of any player. If you play against the computer, you also select your computer opponents.

PROTIP: The computer plays very well and rarely misses! Stack the deck in your favor, especially at first! For example, select Stevens or Weitz, and pit yourself against a player like Davis. When you get the hang of the game, match yourself against the tougher pros.

Once you've picked your player, select a court surface. Choose hard, grass, or clay court surfaces.



PROTIP: The clay court is the slowest, easiest to control surface. On grass the ball doesn't bounce as much, and the hard court is the fastest and liveliest. Clay is your best choice until you've got the timing of your shots down.

Your Tennis Arsenal

When your match begins it's up to you to serve, stroke, volley, and smash your way to glory. Each player has different serving abilities. Serve it hard or soft, but don't double fault!

PROTIP: If you're having trouble with double faults, check the timing of your swing. If the ball's going long, let it drop a little more before you hit it. If your serve is going into the net, you're letting the ball drop too low before hit you it.

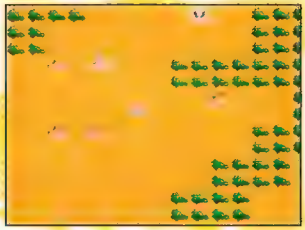
Use your ground strokes to run your opponent around the court. Blast the ball down the line or rifle it cross court by using the directional button and timing your swing. Put some topspin or slice on the ball to make it tougher to return. Move into the net to volley it past your opponent. Hit up a lob, and when your opponent lobs back, get right underneath it and smash an overhead back across the net.

PROTIP: If you're a player with good volleying skills, head to the net as quickly as possible. Volleying puts you in command, especially when you're on the near side of the net.

PROTIP: You'll miss your overhead smash unless you're in exactly the correct position. If you have problems with this shot, it's much safer to let the ball bounce and return it with a normal ground stroke.

The Quest

Bored with normal tennis action? For some variety World Court Tennis also lets you head out on a tennis quest. An evil King has taken



The Tennis Quest.

over the land and won't let anyone play tennis. Ace that you are, you're going to beat his evil minions in a series of one game tennis matches. You can earn prizes, buy special tennis equipment, and eventually take on the evil King himself in a match to end all matches. This adventure/tennis combination has a password mode so you can return to your search for the tennis tyrant whenever you like.

World Court Tennis combines the action of top notch Singles and Doubles tennis with the whimsy of an unusual tennis adventure. It's game, set, and match for NEC!

World Court Tennis by Namco and NEC ($42.00).

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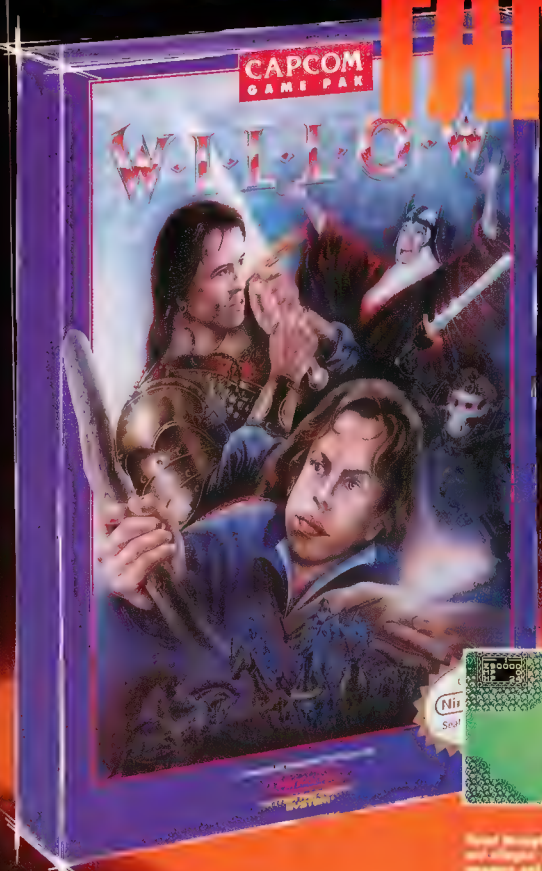
PREPARE FOR A

WICKED FANTASY

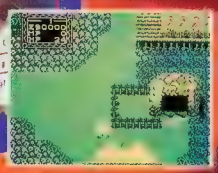


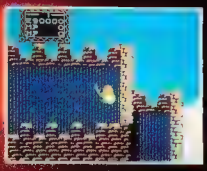
Travel back to a time of sorcery and magic when the evil Queen Bavmorda ruled the land under a reign of terror.

According to legend, a baby has been born who will destroy the heartless ruler. But the Queen vows she'll slay the child first!

As Willow, the child's chosen protector, you must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army. In the meantime, your fate depends on collecting an arsenal of swords, shields and magic for the ultimate confrontation with the Queen!

So prepare yourself for the only action fantasy with wicked graphics and playability. From Capcom U.S.A.





Be on guard for an action-filled battle with Queen Bavmorda.

CAPCOM® USA

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MEAN 18

Ever wanted to play a round of golf at the world famous Pebble Beach golf course? If so, you're in luck! Mean 18 for the Atari 7800 lets you tee off at that classic California course.

California Here I Come

Choose your play options including One or Two Players, Beginner or Expert levels of play, Stroke or Match play, and Regular or Pro Tees.

PROTIP: In the Beginner play mode, you've got perfect aim and your caddy clues you in on which club to use. It's a good way to become familiar with club selection and the course. Once you choose Expert, you're on your own.

Don't Get Teed Off

So, you've practiced enough to hit the course for a round of 18 in the Expert Mode. Well, hot shot, you've still got a few things to keep in mind. Whether it's Stroke or Match play, your strategy is to sink that ball with as few shots as possible!

Get ready for a round of 18.

As you prepare for each shot, you'll have to take all of the course factors into account. First, select your club! You'll need to know how far you are from the hole, and what your lie is–are you in the rough, on the fairway, in a bunker, or behind a tree?!

PROTIP: Don't use a wood when you're in the deep rough or a bunker. When you've got a poor lie, use a club that's stronger than you'd normally use to go the same distance. The worse the lie, the stronger the club!

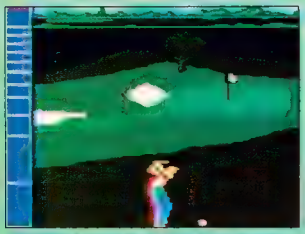
Once you've picked your club, line up your shot by adjusting your stance to the right or the left.

PROTIP: Even if your swing is dead straight, you may not end up where you planned! When the ball lands, it takes a random bounce to the left or right. How far depends on the type of terrain it lands in.

Fore!

Now you're ready to make your shot–and this is the most crucial part of Mean 18. It takes some practice to master the power gauge to get the strength and angle you want on your shots–but it makes all of the difference between good golf and great golf!

Use three taps of the fire button to send each shot flying. The first tap starts your backswing. Each succeeding line on the power gauge makes your shot 10% stronger.



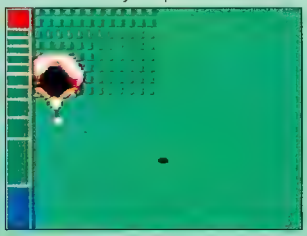
[illegible]

Your second tap on the fire button starts your downswing. And finally, that crucial third swing snaps your wrists at the bottom of your swing. For a straight drive, time this third tap just where your swing started. Too early and you'll hook the ball. Too late and it's a mean slice.

PROTIP: Don't discount the hook and slice! If you're stuck behind a tree and you can't aim straight for the green, a little hook or slice on the ball might just head you in the right direction.

Putt it Out

Reach the green and switch to an overhead view. Check the lie of your ball, the break of the green, and then sink your putt. Whether



Line up your putt based on the break of the green.

you're playing for fun to beat your personal course record, or re-creating the Pebble Beach Classic with a friend, it's great golf action. So round up your favorite clubs, your lucky tee, and the nearest golf cart. There's a tee time reserved just for you.

Mean 18 by Atari ($34.99).

BAN DAI

DIG DUG

Trouble in Paradise

DRILL

DIG DUG II

Trouble in Paradise

DIG DUG has decided to chill out from the pressures of the real world by taking a long overdue vacation on a beautiful Caribbean island. "At last," he thinks to himself, "sun, sand, surf, and no more hassles from those miserable pests, POOKA and FYGAR!" Lying in a hammock strung between the graceful palm trees, he drifts off into a blissful dream of beautiful bikini clad native girls catering to his every wish. But just when he thinks he's got it made in the shade, along come his troublesome enemies to turn his peaceful paradise into a tropical nightmare. Help DIG DUG rid the island of these irritating intruders and bring tranquility back to his vacation by the sea.

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Nintendo ENTERTAINMENT SYSTEM

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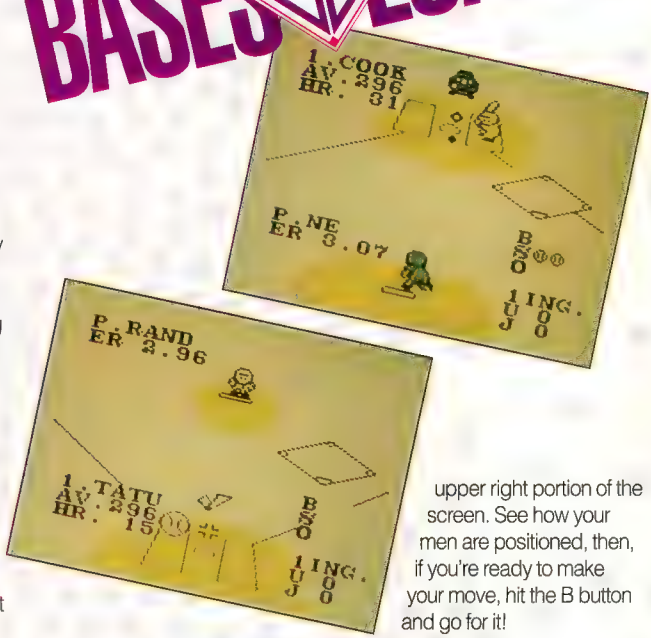
BASES LOADED GB

By Hobbs

If you're suffering from post-World Series let down, don't sweat it–Jaleco's Bases Loaded GB cart is here! So, drop the peanuts and crackerjacks, choose your game and wind up that arm. It's time to play ball!!



Strike Em' Out

Put some pepper or a sneaky little curve on your pitch, and fake out your opponents by using the 4-way control pad that lets you choose the type of pitch and pick the location. Mix your pitches up by tossing fastballs, screwballs, curves, and slow pitches.

PROTIP: Hit Down on the directional pad two times and every once in awhile you'll throw an unbelievable loop-to-loop pitch that blows right by the batter.

Batter Up!

Craving the roar of the crowd? Here's your chance to be a star. But you better not choke–you can bet some fancy ball flinging comes right back at you when you're up to bat! If the wimpy yet often effective bunt suits you, try giving the A button a short tap. Or, try going for a slippery grounder by pressing the bottom of the control pad and button "A." If you position your batter just right you may even get a home run!

Right, Left, or Center

What can I say? Your outfielders are a willing crew but they don't exactly have rocket feet. But wait! They may not be fast, but they can dive and jump for high flies, and with some practice you'll pull some fancy fielding moves. When the ball is in the air, hit the B button to make your fielders jump. Or, try smothering a line drive with a dive by pressing the "B" button and the 4-way control pad.

Take Your Base

Outside of blasting a grand slam, what could be more fun than stealing a base or two–or at least taking a good lead when your next man's at bat! Don't get too cocky, though. This is one of the trickier parts of the game. Keep a close eye on the little base map that appears in the upper right portion of the screen. See how your men are positioned, then, if you're ready to make your move, hit the B button and go for it!

And There's More

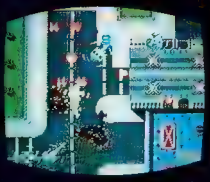
Build up your playing skills by setting the mode to "non-official game," and play as many innings as you like. Of course, if you're already a video "GAMEPRO" just jump right into the "official game" setting and go the whole nine innings. Better yet, double the fun and make it a game for two with a video-link.The choice is all yours, but no matter what, this is guaranteed fun. So step up to the plate and "swing for the fences" with Bases Loaded GB.

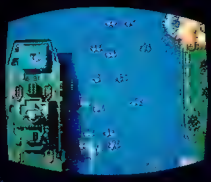
Bases Loaded GB by Jaleco ($24.95).

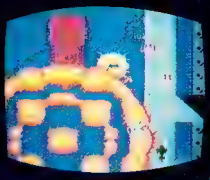
TWIN COBRA™

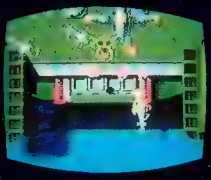
You pilot the world's swiftest chopper with unlimited firepower, four types of ammo, and devastating napalm bombs. Flying over military strongholds and naval barricades, you duck merciless aerial assaults, armored tank attacks, and bombard your way past heavily armed battleships. Up ahead, you see the island's menacing main defenses, loaded and ready for your arrival - if you survive.

The intensity and excitement of the coin-op sensation, TWIN COBRA, can now be had in your own home, so join the Sammy assault force in what may be the greatest invasion mission since D-day!!!









American Sammy Corporation

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S.W.A.T. HOT TIPS

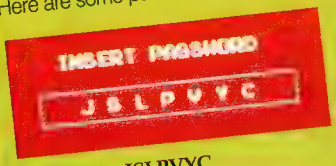
SECRET WEAPONS AND TACTICS

Want some fabulous sports tips and tactics? Well, you've come to the right place. This issue we've included all of the spectacular passwords, hints and tips we've gotten from sports' fans everywhere, along with tips from our own GamePros. Enjoy!

Racket Attack (Nintendo)

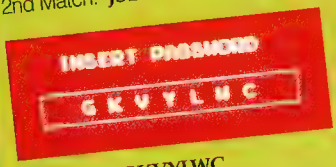
Passwords for Every Level

Here are some passwords that will let you hit the courts with the first tennis player on every level from the 2nd - 7th matches!

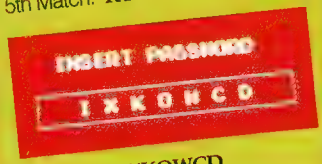


2nd Match: **JSLPVYC**

5th Match: **KYIMYDD**



3rd Match: **GKVYLWC**

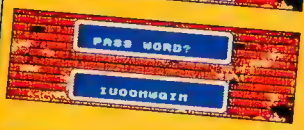


6th Match: **IXKOWCD**

4th Match: **PSFRCHC**

7th Match: **RYTONMD**

Hoops (Nintendo)



Passwords

Use these codes–beat the teams and you'll see an ending on Hoops.

2 Players vs. Computer
LXRPVZXLY

1 Player–2 on 2–vs. Computer
IUOOMWQIM

Mark Schneider, Carrollton, TX

Black Belt (Sega)

Find the secret extra level...after defeating Wang at the end of the sixth level, wait for the ending message screen, then press Buttons 1 and 2 while wiggling the control stick up and down.

Track and Field II (Nintendo)

Last Day Passwords!
Here are some last day passwords for different countries. See if you can make it to the end of the Olympics!

2M1SPZJWS	USR
54HLPHJNI	USA
5ZHDPZJ2S	FRG

Jan Martin DeLeon, Dominican Republic

Super Tennis (Sega)

Beat Level 4 and 5
To beat Level 4 and 5 in Super Tennis try hitting short drop shots your opponents can't get to. Hit drop shots by standing a little behind the service line (about a centimeter or so). When the ball comes wait for it to get pretty low before hitting it, but don't let it actually bounce on the ground. It should drop over the net and barely bounce, making it impossible to return!

Chad Riley, Sugarland, TX

Goal! (Nintendo)

By Charlie T. Aslan

Head Straight to Round #2
Here's a password to take you to Round #2, with Team USA:

RAAHWHGH
NOHRGWEH

Casino Games (Sega)

Big Money Password
With this code you'll get $900,000 for hours of fun and enjoyment! Just put in the nifty name, Mr. Sega, and the account number 9991839999.

Brian Adolfi, Glens Falls, NY

Rad Racer (Nintendo)

Get back on the Road
If you crash, continually press the Start button to pause and unpause your game until your car comes back on the road. This takes up a lot less time than the normal method!

S.W.A.T. HOT TIPS

Bases Loaded (Nintendo)

The Pitching Charts

Here are the pitching charts for all of the teams from Bases Loaded. O stands for Overthrow, S for Sidearm, L for Left and R for Right. Now play ball!

Los Angeles

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
11	85	3	3	4	4.00	OL
13	89	1	2	3	4.51	OL
15	90	3	4	4	3.67	OL
17	85	3	4	3	4.95	SA
18	88	2	2	2	4.84	OR
20	85	3	3	3	4.16	SA
25	88	2	2	3	4.22	OR
26	89	2	2	2	4.96	OR
27	90	1	4	3	2.11	OR
29	88	3	4	4	3.15	OR
34	85	2	2	2	4.92	OR
40	83	2	2	3	2.97	OL

Kansas

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
11	85	1	3	3	3.60	OR
13	92	3	4	3	4.43	OR
15	90	3	2	3	3.88	OR
16	85	2	3	3	3.95	OR
17	90	1	2	2	3.38	OR
18	88	1	3	2	2.91	OR
21	96	4	4	4	3.51	OR
31	90	1	3	4	4.00	OR
32	88	2	3	2	3.42	OR
38	83	2	3	3	3.53	OL
41	92	4	3	2	3.12	OR
47	90	3	4	4	3.05	OL

New York

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
14	95	1	4	3	2.06	OR
16	83	4	2	3	3.04	OR
17	85	2	2	2	4.50	OR
18	90	3	2	3	2.76	OR
20	92	3	4	4	3.90	OR
21	90	2	2	2	4.40	OL
22	83	2	2	3	4.20	OR
24	90	3	3	2	2.74	OL
29	85	2	2	3	3.77	OR
34	83	2	4	3	2.83	OR
35	85	3	3	3	3.01	OL
47	90	3	3	2	2.98	OR

Jersey

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
11	92	3	3	3	3.37	OR
12	88	3	2	4	4.53	OL
14	83	3	3	2	5.13	OR
18	90	3	2	3	4.10	OR
18	88	2	3	4	4.04	OL
21	90	1	3	2	3.80	OR
24	85	2	2	3	5.02	OL
32	88	3	3	4	3.83	OR
34	83	4	4	4	3.10	OR
43	85	1	3	3	3.97	OR
47	88	1	2	3	4.58	OR
28	78	1	3	4	3.20	OR

Philly

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
11	83	1	4	4	2.70	SA
13	88	2	3	3	3.95	OL
17	90	3	4	2	2.26	OR
18	80	3	4	3	3.32	OR
20	83	1	4	4	2.32	OR
21	88	2	3	3	2.76	OR
28	85	3	2	4	3.89	OR
30	85	2	3	3	2.32	OR
31	83	3	3	4	2.89	OR
41	88	2	3	3	3.59	OR
67	82	1	4	4	2.90	OR
		2	3	3	3.88	OL

Hawaii

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
11	95	3	3	3	4.04	OR
13	92	1	4	4	3.38	OL
14	90	3	3	4	4.50	OL
16	85	2	2	3	3.49	OR
17	90	3	2	3	4.48	SA
28	89	2	4	3	3.96	OR
22	92	2	2	3	4.39	OR
26	90	2	3	4	4.70	OL
30	88	1	3	2	3.82	OR
33	90	2	2	3	3.94	OL
34	90	3	3	2	4.98	SA
45	88	3	2	3	3.12	OR

D.C.

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
12	83	2	3	2	4.50	SA
13	92	2	2	3	3.35	OL
16	92	3	2	3	2.59	OR
18	89	3	2	3	4.59	OR
19	88	1	2	2	4.26	OR
20	93	3	4	3	3.97	OR
21	90	3	4	4	3.55	OL
28	85	2	2	2	3.73	OL
29	88	3	4	3	3.57	OL
33	93	1	4	3	3.58	OR
47	85	2	2	3	4.28	OR
11	90	1	3	3	3.53	OL

Texas

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
11	83	3	2	3	4.55	OR
12	85	1	3	3	3.29	OR
13	90	1	2	4	3.38	OR
16	83	2	3	3	5.89	SA
17	92	3	3	3	3.42	OR
18	85	3	2	3	4.95	OL
19	83	2	3	2	4.67	OL
20	88	3	2	3	3.78	OR
21	85	2	3	3	3.25	OR
30	92	3	4	4	4.50	OR
47	88	2	3	2	5.26	OR
59	85	3	3	3	4.32	OR

Omaha

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
11	90	3	3	2	4.74	OR
12	92	1	3	3	4.39	OR
17	92	3	4	3	3.89	OR
18	90	3	4	2	4.38	OR
19	92	3	3	2	4.13	OR
20	88	4	2	3	3.78	OR
21	90	3	2	4	3.89	OL
25	85	1	2	3	3.07	OL
29	85	3	4	4	4.05	OR
32	85	2	3	2	3.59	OL
59	83	2	3	3	4.23	OR
24	75	1	4	2	2.38	OR

Miami

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
10	92	3	3	4	3.62	OL
11	88	2	3	2	3.93	OR
13	92	2	2	4	4.06	OR
15	85	2	2	3	2.47	OR
16	90	3	3	2	3.74	OR
17	92	1	4	4	1.85	OR
18	88	3	2	2	4.90	OR
24	92	4	4	4	3.01	OR
28	88	3	4	3	2.53	OL
38	92	2	4	3	4.95	OR
50	88	3	2	3	4.75	OR
54	85	3	2	3	4.71	OR

Utah

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
10	83	2	2	2	2.73	OR
11	90	3	2	3	2.93	OR
12	85	3	2	3	4.22	OR
17	83	3	4	4	3.81	SA
18	88	2	3	2	4.52	OL
20	85	2	2	3	5.20	OR
21	90	3	2	4	4.18	OR
28	88	3	3	2	3.88	OL
35	90	2	2	3	6.47	OR
46	95	3	3	3	3.86	OR
33	88	2	2	2	5.55	OR
59	92	1	4	3	2.83	OR

Boston

Player #	Velocity (in mph)	Durability	Vertical Curve	Horizontal Curve	ERA	Right or Left Handed
4	83	3	4	2	2.89	OR
12	83	2	2	3	3.44	OL
15	88	3	2	4	3.58	OL
17	90	2	3	3	3.20	OL
18	83	3	2	4	3.16	OL
19	83	1	4	2	2.84	OR
20	90	3	2	2	4.40	OR
21	83	3	2	3	4.22	OL
25	83	1	4	2	2.96	OL
26	83	2	3	4	3.74	OR
29	92	3	2	3	4.35	OR
48	90	3	3	3	3.10	OL

S.W.A.T. HOT TIPS

RBI Baseball (Nintendo)

By the Pro, A.L.F.

Programmer's Screen

When the title screen appears, press Start, A and B simutaneously and check out the Programmer's Screen!

Tommy Lasorda Baseball (Genesis)

Passwords!

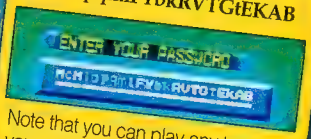
Here's a code that starts you in the World Series as Toronto, going up against Oakland:

NDMeklmihfVeRQTOUkAVYA

Jim McLaren, Canada

Here's another World Series code. This one pits you as Houston, going up against Baltimore:

McMiopqmlFYbkRVTGtEKAB



Note that you can play any team you want during the World Series. After the first big M in the code, there is a small c. If you change the c to a, you will be playing a different team. Try going through the entire alphabet until you find the team you'd like to play. The best one is San Francisco with an "A" in pitching, batting and running. Now all of the letters work–some will give you errors, while others will reset the game.

Alexis Morgenstern, Miami, FL

Bases Loaded (Nintendo)

Pitch a Perfect Game

Try this method of pitching a perfect game for Bases Loaded! First, choose the New York team, then choose the starting pitcher between Coles, Shots or Errico. Then for the

entire game throw the following pitches–Hit the A Button and when the pitcher starts his motion push, for Coles and Errico, the upper left, and for Shots, the upper right direction on your controller. Each pitcher can throw a maximum of four innings. To get yourself started try this password:

GCLGBEO.

It starts you with 70 wins in 85 games.

Eric Tremblay, Canada

Bases Loaded (Nintendo)

Go Straight to the Pennant Game You're Jersey facing New York in the final game of the Pennant race:

CBIDNEP

This starts you with an 80-0 season!!

Jojo Feliciano, Somerset, NJ

Pennant Password

Here's a code that puts you close to winning the pennant! It's Boston vs. Texas:

DNBHJGH

John Zoske, Burlington, WI

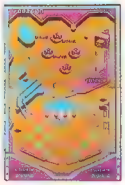
vap™ GAME

Rock'n' Ball™

Pinball is famous in video game history. Challenge your skills against ROCK'N' BALL'S brand- new twists on this popular game.

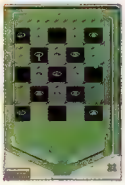
Nostalgic pinball is back with some very modern concepts! Enjoy seven different games with six different characters such as Twister Tom for Pinball, Rock'n' Roller Billy for Sports Pinball...etc.! Team up with your favorite ROCK'N' BALL character and reach for higher and higher scores!

PINBALL



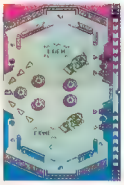
Choose one of the six different characters and play this traditional version of pinball by yourself or against your friends. The most skillful players will be challenged by a special level with a very sophisticated game.

NINEBALL

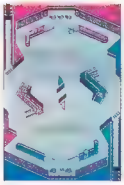


Place you bets and go for "bonus power" in this Bingo-inspired game of pinball. With practice and acquired skills, you can advance to a higher, more challenging level.

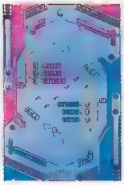
BATTLE FLIPPER



BOMBER
Challenge your friend or the computer in this explosive game. Try to match the images in the windows and enjoy some very special effects.



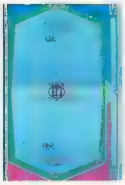
THUNDER
This may be the most simple of all three Battle Flipper games, but it takes technique to protect your goal and defeat your opponent.



ATTACK
Aim for the spinner and hit the targets of "stop", "help" and "attack" to take advantage of your opponent. You can also move both flippers back and forth across the screen to sabatoge him and win

SPORTS PINBALL

SOCCER
An exciting, dynamic and speedy soccer—pinball game!



ICE HOCKEY
Hasty movements on the ice can lead to a missed shot for the goal. Consider the effects of slippery ice when you play this challenging game!

Many more new and exciting games are soon to be released from NTVIC™
Keep your eyes open and look forward to playing these new games in the very near future!

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Walter Payton Football (Sega)

Stop the Computer

On first and second down use the goal line defense. This usually stops the computer with negative yardage. On third down, he'll most likely pass so use strong side vs. run and you can sack him for a loss. But don't let your linebacker commit himself, because the computer likes to sneak a reverse in at the least expected moment. Let the line backer float in the middle.

Jim Geiger, Carswell, TX

John Elway's Quarterback (Nintendo)

Blast the Computer!

Use these tricks to beat the computer in John Elway's Quarterback.

Use the first trick when you're on offense. You'll score a touchdown very fast! When you're in the play select mode, put the cursor to the Normal/Reverse window and leave it there until time runs out for picking a play. Now your wide receivers and your quarterback will have top speed. You can score by simply pressing the pad down to snap the ball, hitting the B button right after the snap to pass the ball, and quickly running to the sidelines, up the field and in for the score.

The second trick works during the kickoff. On the control pad press Up and the B Button simultaneously and rapidly. Your men will form a V formation, cruise up the field and tackle your opponent on or around the ten yard line!

Steven Ross, Millbrae, CA

Blades of Steel (Nintendo)

Bash Your Goalie

Waste time by getting the puck. Then skate to your own goal. Only one person from the defense will chase you. Knock him down in front of your goalie and hide behind the goal. The defender will keep ramming your goalie!

Slalom (Nintendo)

By the Eliminator

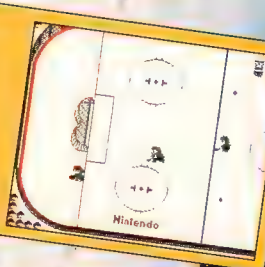
Extended Time

When your time runs out on a ski run, don't get ready for Game Over. Try putting the jump buttons A and B on turbo. Sometimes your guy will keep jumping at a slow speed even if the time is out!!!

Ice Hockey (Nintendo)

Who needs goalies?

Get rid of them by holding down buttons A and B simultaneously on both controllers 1 and 2, then press Start on controller 1.



STEREO
SIMULATOR

Joycard SSS™ SANSUI

STEREO SIMULATOR SYSTEM

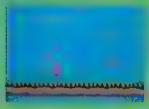
Hudson's Joycard Sansui SSS™ has Repeat Rapid-Fire function which shoots up to 15 shots/sec. and Stereo Simulator System which provides you a sensational sound shifting effects..

with RAPID-SHOOTER
Max 15 shots/sec.

Another Dimension in Nintendo Fun

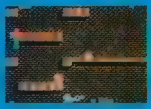
ADVENTURE ISLAND™

Princess Leilani was kidnapped and taken to Adventure Island in the South Pacific. The island is thick with tropical forest, caves, ocean and mountains. Many dangerous demons and creatures are waiting for you. Are you up for the challenge?! Can you live through Adventure Island to save Princess Leilani?



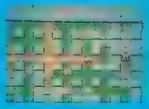
Milon's Secret Castle

If you think you have played the hardest of all video games, try this one. Each level has a different challenge; the higher the level, the tougher the challenge! Can you beat the monsters?! How many coins can you collect?! Are you ready for the challenge of your game playing career? This is it!!!



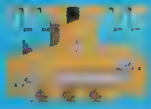
BOMBERMAN™

Bomberman has been put to work in an underground compound at the center of the Earth. One day he learned that he can become a human by escaping from the center of the Earth and make it to the surface. He can only rely on bombs of his own production for his defense. Will Bomberman ever make it to the surface?



ADVENTURES OF DinoRiki™

In pre-historic times, where ancient dinosaur creatures ruled, the adventures of Dino-Riki began. A courageous young man, Dino-Riki is determined to establish mankind's future in this violent age. Dino-Riki must fight his way through lotus swamps, dark caverns, deep canyons, deserts and giant dinosaur bosses.



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S.W.A.T. HOT TIPS

Enduro Racer (Sega)

Level Select

During the title screen press Up, Down, Left, and Right on Controller 1. When this is done, a level select number appears in the upper right hand corner of the screen. Use the control pad to select the level of your choice.

Tecmo Bowl (Nintendo)

Using Los Angeles, to play the first week of playoff contention after beating New York enter:

959EF1A6

To go to the Tecmo Bowl against Miami enter:

16AFFDAB

The key to playing Los Angeles is to use running plays almost exclusively. If done successfully you can score a touchdown in as little as one or two plays.

K.C. Colman, Jeannette, PA

Tecmo Bowl (Nintendo)

Passwords!

Here's a ton of great Tecmo Bowl passwords sent in by GamePro Tecmo Bowl fans:

Seattle vs. Washington Championship Game
937FBFA5

Los Angeles vs. Washington Championship Game
967FBFA5

Washington vs. Washington Championship Game
997FBFA5

San Francisco vs. Washington Championship Game
9C7FBFA5

Chicago vs. Los Angeles Championship Game
A89FDFA8

Washington is the hardest team to beat. You've got to play them several times to beat them. Your best bet is to be Chicago, and use Walter Payton's running skills throughout the game. And don't forget to grab chances to make field goals. Don't risk fourth and more than one or two yards, unless you're going for a field goal!

Jason Blair, Cypress, TX

Tecmo Bowl (Nintendo)

Here's a bunch of passwords that let you try eight of the different 12 teams in the Tecmo Bowl:

Chicago vs. New York
289DFFAO

San Francisco vs. Seattle
1FAFEFAO

Washington vs. Chicago
587BFFAO

Miami vs. San Francisco
O72F7FAA

Denver vs. Dallas
OC9EFFA9

Los Angeles vs. Minnesota
9437FFA3

New York vs. Miami
24AFFDAD

Seattle vs. Cleveland
13AFFBA9

John Zoske, Burlington, WI

Great Football (Sega)

Score Big!

In Great Football, when you score a touchdown, throw an interception intentionally on the extra point play. You will find that the opponent will have one play to do and then kick it back off to you. This way you can score alot of extra points. You can keep on repeating this process as long as you keep scoring touchdowns.

Kevin Butler, Cleveland, OH

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GamePro T-Shirts. Show you're a cut above the rest with these cool 100% cotton shirts. Specify Explosion T-shirt or Hero T-shirt. White only, in S/M/L/XL. Child sizes S/M/L. Short-sleeve $7.95, Long-sleeve $9.95.

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The Super Poster. Show you mean business with this huge (18" by 23") wall poster. $1.95

Please fill out the attached card with your order. Order now: GamePro Products, 80 Elm St., Peterborough, NH 03458 or call toll-free 1-800-343-0728.

S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Mike Tyson's Punch Out
(Nintendo)

To play another world circuit do the following: type in 135 792 4680 and hold down SELECT and buttons A and B simultaneously.

Mike Tyson's Punch Out
(Nintendo)

Max Up Your Life Meter!

Get all your life back after the first round of Mike Tyson's Punch Out by holding Select after the round is over until your meter goes back all the way up.

Steve Harrell, Lakeland, FL

Mike Tyson's Punch Out
(Nintendo)

Lots and Lots of Passwords

To fight:
Mike Tyson - 007-373-5963
Piston Honda
(2nd Fight) 667-833-7533
Don Flamenco
(1st Fight) 005-737-5423
(2nd Fight) 647-993-3534

J.D. Williams, Superior, MT

To fight:
Super Macho Man
237-210-7938

Damon Johnson, Manhattan, NY

Mike Tyson's Punch Out
(Nintendo)

Beat the Bad Guys in Mike Tyson

The Great Tiger: When he ducks to the left, hit low and to the left. When he ducks to the right, hit low and to the right. Each time you do this you get a star.

Bald Bull: Hit him in the face when he gets up. Also, after he swings low, wait for a while then hit him in the face. Your timing must be perfect.

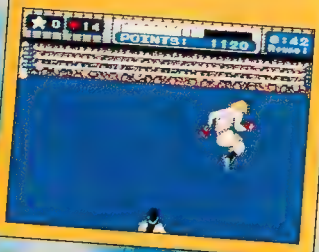
Don Flamenco: In the first fight when Don throws his punch, hit him left-right-left-right until he falls down. When he gets up he'll throw an uppercut. Hit him in the stomach. You'll score a star. Repeat this until he goes down and you'll have a K.O.

Ernie Gremillion, Gulf Breeze, FL

Mike Tyson's Punch Out
(Nintendo)

Beat Glass Joe with One Punch!

When the time gets to 41 seconds in the round, Glass Joe backs up and makes a face. When he comes forward again, hit him in the face or stomach to knock him down. Do it just right and you'll defeat him with one punch!!

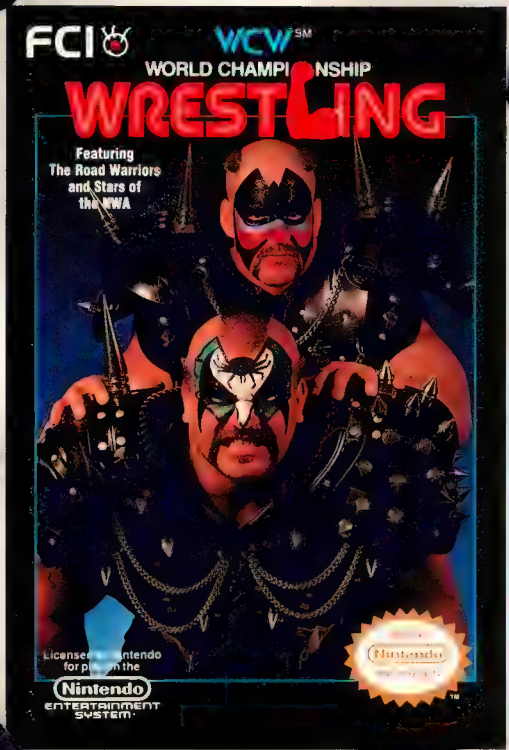


Mike Tyson's Punch Out
(Nintendo)
By the Eliminator

Busy Signal

To get a busy signal on your game, type in the Nintendo phone number on the password entry! **800 422 2602**

A BREAKTHROUGH IN REAL WRESTLING ACTION!



Take a break from play wrestling and get into the real action! Make your choice from 12 top NWA wrestlers, each with his own speciality move and then select four additional moves to clobber your way to victory in tag teams or single player matches. Become 6'5" of solid muscle as "Total Package" Lex Luger. Use the *Flying Body Press* of Ricky Steamboat. Stun your opponent with Sting's *Scorpion Death Lock*. Master Road Warrior "Animal's" *Power Slam*.
The action keeps going even outside the ring! Two players or solo against the computer!
World Championship Wrestling—it's so real, it's unreal!

FCI

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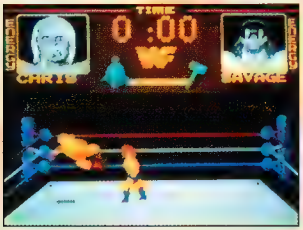
Short ProShots

Nintendo

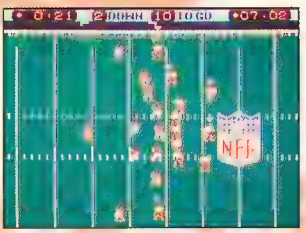
Wrestlemania (Acclaim)



Get ready for the thrills and chills of big-time wrestling–World Wrestling Federation style. WWF Wrestlemania puts you in the ring with wrestling greats Hulk Hogan, Randy "Macho Man" Savage, and Andre the Giant. Wrestle your friends or take on the computer. This game has its own style of "body English" with such moves as the brutal bodyslam, the horrendous headlock, the deadly drop-kick, and more. It's bone crunching, head knocking, wrestling action at its best.

NFL Football (Enteractive/ LJN Toys)

You say you've been waiting for realistic football action? Well, it's kick



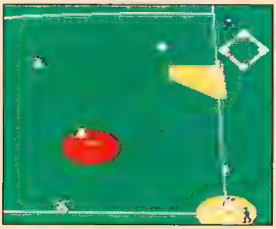
off time! NFL Football is the first football title officially licensed by the National Football League. Choose your favorite team from the ranks of the American or National Football Conferences. Team rosters are broken down by position with each player rated according to his skills. You make the calls–from determining wind speed and direction to picking authentic offensive and defensive team formations and plays. You can even call an audible at the line of scrimmage. If you have a great season, you may find yourself the victorious Super Bowl Champ. About the only thing missing is the Super Bowl Ring. But you can't have everything...

Goal! (Jaleco)

What's the most popular sport in the world? Soccer! And since this NES title hit the shelves, sports fans are discovering why. Goal! brings top flight soccer strategy and skill to video game life. Pick any one of sixteen different coun

Bases Loaded II (Jaleco)

It's here–the Second Season of Bases Loaded. This long awaited sequel to Jaleco's classic Bases Loaded takes you through another season of non-stop baseball action. Play a full 130 game season against a friend, or the computer. Your team is from either a Eastern or Western division of a fictional league. Win 75 games and you'll take home the pennant and head for the World Series! But what really makes Bases Loaded II stand out from the crowd is a special system designed to simulate players' streaks and slumps. Each player's performance will peak, slump, and then peak again. These changes are based on Player Performance Ratings in three categories: Physical, Sensitivity, and Intellectual. As team manager you'll have to decide when to bench a player, and when to put him back into your lineup. In addition Bases Loaded II features complete infield and outfield control, as well as better graphics than the original title. The game manual will also include the complete team charts. Looks like another winning season for Bases Loaded.



YOU'VE GOTTA' CATCH THIS ONE!

The Black Bass

Realistic?!. . . only [illegible] is believing!

As the shadow of the fis[illegible] appears from the depths, [illegible] begins. He [illegible] and he [illegible] be easy to land. The editorial staff of Fishing Magaz[illegible] Black Bass Fishing enthus[illegible] and computer engineers s[illegible] many years on this proje[illegible] This EXCITING NEW [illegible] game is n[illegible] BASS!

Nintendo

HOT·B

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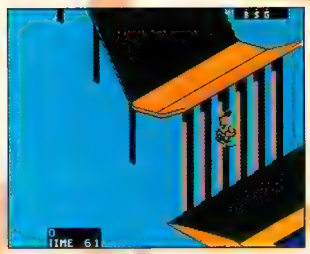
tries and compete in World Cup Competition, or choose one of eight American professional teams and compete in a three-round tournament. You can also try the "shoot" competition. Play against the computer or a friend, or team up with a friend against another friend. You'll soon discover why more and more people get their kicks from soccer!

Jack Nicklaus' Greatest 18 Holes of Championship Golf (Konami)

Get ready to tee off for 18 holes of the most demanding NES golf action yet. The master himself selected some of the greatest golf holes ever to round out this course, including the 14th at St.Andrew's, the 18th at Muirfield and the 12th at Royal Lytham. You'll encounter famous natural hazards such as the harsh winds of Scotland and the great ocean hazard at Pebble Beach. Watch for trees, doglegs, bunkers, and different pin placements each round. Play by yourself or in a foursome–up to four players can compete together. It's golf action that would challenge the Golden Bear himself.

720° (Mindscape)

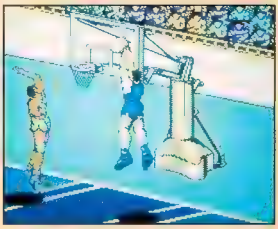
Yo, dude? Can you make the meanest 720° around? Well, head for Skate City and show us your stuff. Based on an arcade classic this world class skateboard title is an endless display of awesome



stunts, rad jumps, handstands, and breathtaking spins. Partici pate in four events–downhill, slalom, jump, and ramp. Earn cash prizes and use the money to buy better equipment. And remember, Skate City is skateboard heaven!

All Pro Basketball (Vic Tokai)

Feeling hungry for some red hot B-ball action? Look no further. Vic Tokai's All Pro Basketball has enough basketball action to keep any hoopster happy. This cart features true five on five-play action with a variety of different play modes. In Tournament action you take your team through a series of games as you head for the championships. In regular play you can go head to head with a friend. And if you're a couch potato there's a demo mode that lets you kick back and enjoy the action. Choose from eight different teams, each with different special skills–whether it be a great offense, defense, or better shooting inside or outside. Within each team the players also have differing abilities in such areas as stamina, shooting ability, speed and strength. To add realism the players tire during the game, and it's up to you to sub-in fresh players and send the others to the bench. Realistic refs call fouls including charging, traveling, back court, and over and back. Other game highlights include five different slam dunk scenes and a snazzy half time show. So grab your favorite hi-tops and head for the courts.



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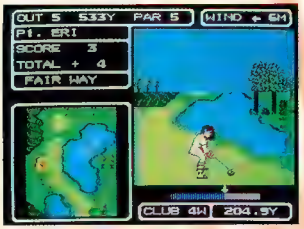
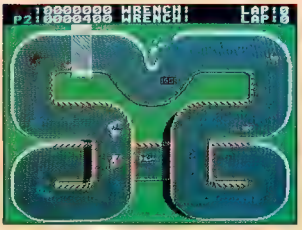
Lee Trevino's Fighting Golf (SNK)



Feel like 18 holes of great golf? Well, why not try playing with this unusual foresome: Pretty Amy, Big Jumbo, Super Hex, and Miracle Chosuke. Yup, you and up to three of your friends can head out onto Lee Trevino's Japanese or American courses for great golf action. Each hole of the different courses is unique. Watch out for water hazards, trees, the rough, changing wind speeds, and more. Choose your clubs, aim your shots...even make your own bogies!!! Play in the Practice Mode, Stroke Play, or the Nassau Mode (against the computer). Just remember, when the going gets tough, golfers get teed off!

Super Sprint (Tengen)

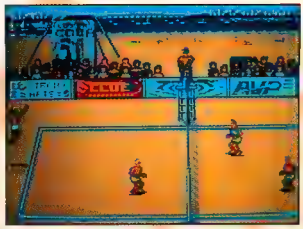


It's Grand Prix action based on the coin op hit of the same name. Tear around one of seven different tracks at speeds that'll curl your hair. You and a friend can race the computer in four-lap heats, dodging deadly obstacles like oil spills, twisters, and traffic cones. You get an overhead view of each course. The tracks are packed with twists and turns, including jump ramps, opening and closing gates, over/underpasses, and deadly hairpin turns. Customize your car with super traction, blazing top speeds, and turbo acceleration. Hey, are you ready to burn some rubber?

John Elway's Quarterback (Tradewest)

The NES version of this popular arcade game features realistic gridiron play. The game, whether played by one or two players, provides the fast, hardhitting action of real football. Players are forced to strategize as they would in a real game, calling their own plays on both offense and defense right up to the line of scrimmage. Lifelike sounds and graphics accompany every move as players run, pass, kick, and tackle. John Elway's Quarterback will keep you entertained until the next football season!

Kings of the Beach (Ultra)



If you love sun, sand, surf...and volleyball you're ready for Kings of the Beach. Hit the beaches from San Diego to Sydney for volleyball action against world championship superstars. Play by yourself or team up with three friends to form an unbeatable foursome. You'll need to spike, crush, block, dig, and dive your way to victory...and don't forget to use deadly aces, kills, and hammer spikes. Win three matches and your team qualifies for the next big tournament. Before you know it, you'll be a beach legend in your own time. Can you dig it?

Sega Master System

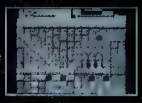
Nightmare Basketball (Sega of America)

You grab your lucky shirt, your favorite hi-tops, your best B-Ball, and head for the courts. You're ready for some grand slam dunkin' action against your favorite neighborhood monsters. Monsters? That's right. Sega's planning a new basketball cart that features a monstrous twist. The name of the game is the same, but you're up against a slew

8 EYES

Featuring the new
DUAL ATTACK MODE!

As Orin the Falconer, you must save the world from the evil of the 8-Eyes. These jewels of power are held by the King's Dukes, who plan to use them to rule the world for their own profit. Control Orin and your falcon Cutris alone, or in the unique simultaneous mode, where you are Orin, and your friend is Cutris. Contains Password feature.



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of monsters and ghouls who not only keep you entertained, but also play some pretty good ball!

Genesis

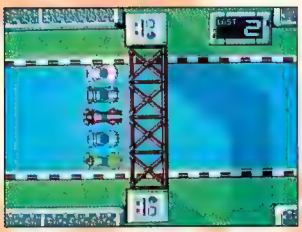
Super Hang On (Sega of America)

You're ripping around the corner at an impossible angle, picking up speed every moment. It's the motorcycle race of your life as you lean into the turns and head for the finish line at break-neck speed. If you loved Hang On, you'll really love Super Hang On. Choose from 24 different courses as you give your racing skills the ultimate test. With 16-bit graphics and sound, you'll almost feel the wind in your hair and the adrenaline pumping as you scream around the corners and tear down the straightaways. Climb aboard a lightening fast ride!

TurboGrafx

Moto Roader (NCS/NEC)

Strap on your helmet, pick out your favorite racing machine, and get ready for some rough riding moto



action. This racing card gives you an unusual overhead perspective on the action. Journey around the world to race on different tracks. The competition is tough and unforgiving–get behind and you'll lose ground and fuel. Power-ups let you customize your vehicle with extra fuel, weapons, and other items. It's down and dirty racing at its best.

Victory Run (Hudson Soft/NEC)

Climb into your super car and get ready to try and win the road race from Paris to Dakar. Drive night and day from city to city through the French countryside and Europe. You must take on eight stages and travel over 8,073 miles. Each stage is more difficult than the last as you race against time. So drive smart, and keep your engine going. Also, you're the mechanic–making repairs and deciding how to maintain your car along the way. Victory Run features great graphics. You'll feel you're really out on the road! So rev up your motor, strap on your helmet, and get ready to head for the Sahara.

World Class Baseball (Hudson Soft/NEC)

Whether you're on the field or in the dugout, World Class Baseball lets you call the shots right from the beginning. Pick from 12 different teams, each with 25 active players. Study your team roster and stats, and select who plays what position. Choose from four different play modes. Play against a friend or the computer, or simply watch two computer teams take each other on. If you really feel tough, try to win the coveted pennant! Whether you're in the infield or the outfield, you make all the moves. Make a diving catch in center field. Go for an impossible double play. Hit a home run! Come on, let's see your stuff.

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by Chris "the Crusher" Johnson

"I just beat 'Macho Man' Randy Savage™! And I did it on Acclaim's WrestleMania® for Nintendo.® This is one tough video game. It's got incredible wrestling moves, and the best WWF superstars.

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"I finished him off with the ultimate body slam and... I'd tell you more, but if we met — you might beat me the same way.

"Wanna try? Go out and get Acclaim's WWF WrestleMania® for your Nintendo.® It's the video game to beat!"

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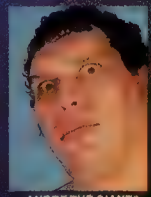
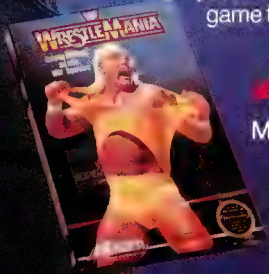
'MACHO MAN' RANDY SAVAGE™

'MILLION $ MAN' TED DIBIASE™

HONKY TONK MAN™



ANDRE THE GIANT™



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World Premiere Of the Wizard!

Well over 1,000 people attended the World Premiere of Universal Pictures' *The Wizard* at the Cineplex Odeon Theatres in Universal City, California, on December 2nd. Following the screening of the film, guests were invited to a gala party held in a tent outside the theatre. Arcade games were set up inside the tent, and the stars of the film–Fred Savage, Beau Bridges, Christian Slater, Luke Edwards, and Jenny Lewis–mingled with the crowd. The Premiere was a benefit for the MacLaren Children's Center, a home for abused and neglected children. Other T.V. and movie stars making the scene included Lou Gossett, Ned Beatty, Jill Eikenberry, and Henry Winkler. The movie featured lots of arcade and video game action and was a big hit with the crowd. At the end of the party, everyone was given a "Wizard" bag, filled with souvenirs from the film, Mattel toys, and other "goodies," including, yup, you guessed it, a copy of the December issue of *GamePro* magazine. Don't forget to check out this movie. Hooray for Hollywood!!

And In Other News...

Absolute's first Nintendo title, A Boy and His Blob, was named by *Games Magazine* as one of the top electronic game titles for 1989. The game, which features an intriguing and unusual story line concept, was designed by David Crane, a top designer of electronic games. Bigfoot, **Acclaim's** cross country rally title, is coming soon. The game features one or two player action with overhead and side view perspectives. Players get to compete in such nifty events as the Mud Race and the Car Pull. Acclaim is also working on developing an original game for "really hard-core gamers." This game promises to introduce a whole new level of game difficulty. More soon! **Activision** has announced the planned March release of their first Game Boy title, Malibu Beach Volleyball! One or two players can challenge the world's best men's and women's volleyball teams from four countries in some really sand blastin' action. **American Sammy** is releasing two dynamite titles–Silkworm and Twin Cobra in the first quarter of this year. Also, watch for American Sammy's first Game Boy title, Rolan's Curse (an adventure game for one or two players) sometime soon. The first shipment of **Atari's** long-awaited hand-held Lynx unit sold out at retail locations in New York in less than a day. **Capcom** is planning another big year! Look for the release of the next two NES Disney titles, Rescue Rangers and the Magic Kingdom, in late spring and early summer. The Great Escape, featuring the California Raisins, is slotted for a fall release. Capcom is also working on a Nintendo title featuring the Noid of Domino's Pizza fame. Domino's will help promote the game via a special flyer on pizza boxes! Game Boy fans should watch for a gargoyle title, Capcom's first for the Game Boy, to be released around March. And arcade fans–look out for Final Fight, Capcom's monster martial arts coin op hit from Japan. This title should be in your favorite arcade by the time you read this. Calling all game show addicts! **Gametek** is planning an early 1990 release of game show classic titles, Wheel of Fortune and Jeopardy! Oh, and don't forget to watch for a Nintendo version of the MTV hit *Double Dare*. Hey history buffs. **Koei** is coming your way with another epic historical role playing adventure. Look for Genghis Kahn for the NES later this year. The company is also considering a sequel to Nobunaga, as well as a historical title that will feature history more familiar to the United States market. And don't rule out a the possibility of Nobunaga for the Game Boy. Koei feels that the platform can support their games. Wouldn't Nobunaga be a great way to wile the time away during a long car trip or plane flight! **Konami** is planning a football title and Nemesis, a game based on the monster hit Gradius, for the Game Boy. **NEC** has officially announced the signing of a licensing agreement with **Cinemaware** to develop games for the TurboGrafx. Using innovative techniques which combine filmaking with computer technology, Cinemaware is videotaping live actors, digitizing the images, and dropping them into game backgrounds. It Came From the Desert is a role playing title where the hero must save the townspeople from giant radioactive bugs. Planned release for It Came From the Desert is the Fall of 1990. Lords of the Rising Sun is a role playing title based on 12th century Japanese miltary history. Look for the "Lords" title this summer. And sports fans–Cinemaware's well known sports titles–TV Sports Football, TV Sports Basketball (both of which support up to five players), TV Sports Boxing, and TV Sports Baseball are all being readied for the TurboGrafx. **Parker Brothers** is tossing their hat into the Nintendo ring with their first title, Heavy Shreddin.' The game features snowboarding, one of the fastest growing sports in the world. For those of you who don't know (like me!) snowboarding is a combination of downhill surfing, skateboarding, and sailboarding. **Sega** will be announcing new titles for the Master System as well as Genesis at CES. Eight Genesis licensees, including Treco (Atomic Robo Kid), Activision (Football and Tongue of the Fatman),and Dream Works (Shove It), will be displaying their hot new Genesis carts. And Genesis fans, watch for the new Sega Arcade Power Stick for the Genesis, as well as the Telegenesis and a hot new arcade classic translation. Look for **Tecmo's** Tecmo Wrestling title in the second quarter of 1990. **Treco USA**, a division of Treco, Ltd. of Tokyo, has formed to develop software for the Sega Genesis. Watch for their first title for the Genesis, Atomic Robo-Kid, to hit the shelves in early 1990.

And in a Postscript to Cutting Edge...

We've just learned that **Tiger Electronics**, a heavy weight in the hand-held games market (see the Cutting Edge section of this issue), plans to make a lot of noise this summer with a series of talking portable games called GameTalk. The first unit out will be Tiger's All-Star Baseball. The game will call balls, strikes, strikeouts, and outs. It'll even read out the score and the inning. Additionally, you can listen to all of the stats of the 1989 major league All-Stars. Tiger will turn up the volume on the GameTalk line with several other licensed titles by year's end.

In the next issue, we'll have a full report on all of the news from the winter Consumer Electronics Show in Las Vegas!

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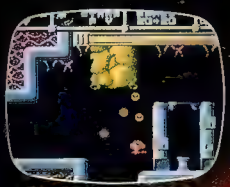
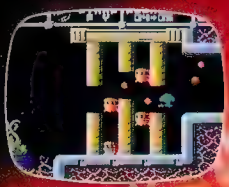


Explosive graphics and sound effects!



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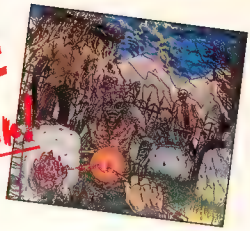

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Playability: How well can you interact with the game using your controller? (1 = poor playability, 10 = great playability)

Difficulty: How challenging is the game? (1 = not challenging, 10 = very challenging)

Fun Factor: Is the game fun to play? (1 = not fun, 10 = the most fun).

NINTENDO	Graphics & Sound	Playability	Difficulty	Fun Factor
10-Yard Fight				
720°				
All Pro Basketball				
Athletic World				
Bandai Golf-Challenge Pebble Beach				
Baseball				
Baseball Stars				
Bases Loaded				
Black Bass				
Blades of Steel				
California Games				
Dance Aerobics				
Double Dribble				
Excitebike				
Goal				
Golf				
Hoops				
Ice Hockey				
John Elway's Quarterback				
Kings of the Beach				
Lee Trevino's Fighting Golf				
Lunar Pool				
Magic Johnson's Fastbreak				
Major League Baseball				
Mike Tyson's Punchout				
M.U.S.C.L.E.				
NFL Football				
Pro Wrestling				
Racket Attack				
Rad Racer				
R.B.I. Baseball				
R.C. Pro Am				
Ring King				
Side Pocket				
Slalom				

Continued on page 94.

NINTENDO (cont)	Graphics & Sound	Playability	Difficulty	Fun Factor
Soccer				
Super Off-Road				
Super Sprint				
Stadium Events				
Super Dodge Ball				
Super Team Games				
Tag Team Wrestling				
Tecmo Baseball				
Tecmo Bowl				
Tennis				
Top Players' Tennis				
Track and Field				
Track and Field II				
Volleyball				
Winter Games				
Wood and Water Rage				
World Games				
Wrestlemania				
SEGA MASTER SYSTEM				
California Games				
Great Baseball				
Great Basketball				
Great Football				
Great Golf				
Pro Wrestling				
Reggie Jackson Baseball				
Rocky				
Super Tennis				
Walter Payton Football				
GENESIS				
Super Hang On				
Tommy Lasorda Baseball				
TURBOGRAFX-16				
Moto Roader				
Power Golf				
Victory Run				

And one more thing!! Please list, in order, your 10 all-time favorite sports titles. (It doesn't matter if your list includes titles from different machines mixed together).

1. _____ 4. _____ 5. _____
2. _____ 5. _____ 8. _____
3. _____ 6. _____ 9. _____
10. _____

Thanks for your help. We'll print the results as soon as they're tabulated and the contest winners will receive their copy of Chiller by mail. All surveys must be postmarked by March 15, 1990.

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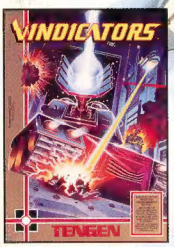

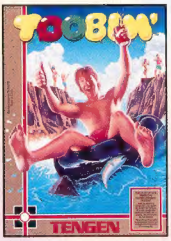

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